



THE DIABOLICAL DIVE

An Avernus Rising Adventure

You have located the plans and drawn the infernal forces away from them. All that remains now is to dive below the river Styx and infiltrate Plagueshield Point without getting wet, setting off any alarms, or being followed. Piece of devil's food cake.

Part Three of the *Behind Infernal Lines* series of adventures.

A Four to Six-Hour Adventure for 5th through 10th Level Characters.

Optimized For: APL 8



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ADVENTURE PRIMER

“Of four infernal rivers that disgorge
Into the burning Lake their baleful streams;
Abhorred Styx the flood of deadly hate [...]
Her wat’ry Labyrinth whereof who drinks
Forthwith his former state and being forgets, Forgets both joy
and grief, pleasure and pain.”
—John Milton, Paradise Lost

This adventure is designed for **three to seven 5th- to 10th-level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in a former drow stronghold known as Plagueshield Point, located in Avernus, the first layer of the Nine Hells.

BACKGROUND

Long ago, **HELLRIDERS** stormed into Avernus alongside **ZARIEL** to destroy fiends on their home turf. One particular battalion, known as the **BLOODY HOOVES**, was lost after their plan of attack failed. **FAI CHEN** suspects that a copy of their fated **BATTLE PLAN** exists at **PLAGUESHIELD POINT**, which was once a fortress near the Underdark city of **MENZOBERRANZAN**.

The drow of **PLAGUESHIELD POINT** made a deal with the devils of Avernus to protect them from the **RAGE OF DEMONS**. But when the devils eventually came to collect, the fortress was dragged into Avernus. It now rests at the bottom of the **RIVER STYX**, protected by a magical shield erected by **RESPEN SHADOWSWIMMER**, who lives in a tower overlooking the Styx, studying its foul waters.

However, the battle plan isn’t a physical document: it’s a living creature—a **YOCHLOL**, that lives in Plagueshield Point, one of the most secure strongholds in Avernus.

OVERVIEW

The adventure’s story is spread over **three parts** and takes approximately **four hours** to play. The adventure begins with a Call to Action. It also contains **two optional bonus objectives**—each taking **one additional hour** to play.

- **Call to Action: Time’s Up, Let’s Do This.** Plagueshield Point’s defenses are weakened, and the characters are behind enemy lines. The only thing left to do is finish the job!
- **Part 1: The Wettest Suite.** Plagueshield Point is at the bottom of the River Styx, so the characters need a way in, such as the *bowl of commanding water elementals* in the possession of Respen Shadowswimmer. This is **Story Objective A**.
- **Part 2: Prisoners of Plagueshield Point.** Once inside, the characters have one task: to obtain the Hellriders’ plan of attack and get the Nine Hells out of there! This is **Story Objective B**.

- **Bonus Objective A: Future Prospects.** The characters are tasked with finding the restless spirit of a Hellrider. This **bonus objective** is described in **Appendix 1**.
- **Bonus Objective B: I Don’t Negotiate with Demons.** A demon ambushes the characters as they emerge from the River Styx and presents them with a choice: fork over their plunder or die. Some choice! This **bonus objective** is described in **Appendix 2**.

ADVENTURE HOOKS

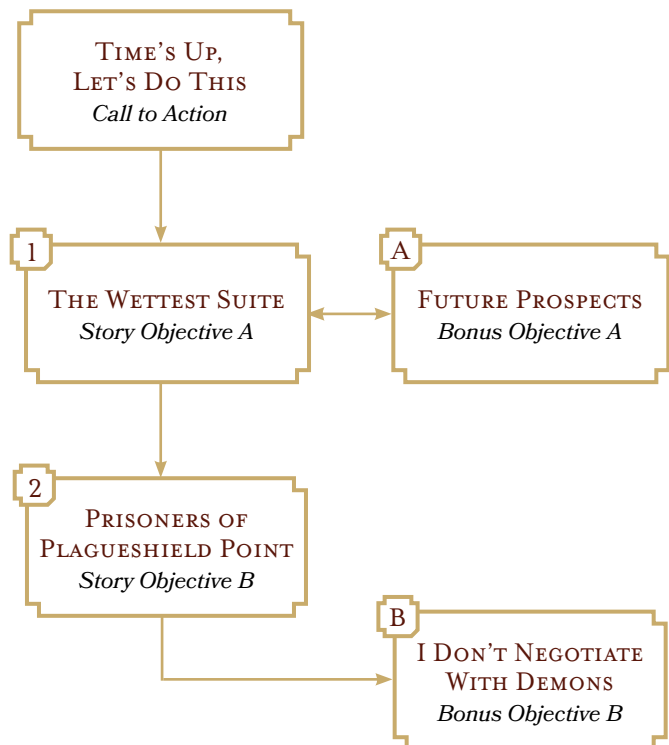
With Plagueshield Point’s defenses scattered, characters that participated in the previous adventures of the trilogy now have their chance to infiltrate the fortress. Otherwise, the following hooks can be used:

Let’s Get You Caught Up. Some characters—especially those affiliated with good-aligned deities or other agents of good—are suddenly hurled into the Nine Hells. They awaken outside of Mahadi’s emporium, where Fai Chen tells them of a plan that another group of adventurers have been brewing—one that tragically cost them their lives. Here’s where they left off...

Get Me Outta Here! Other characters might awaken at the edge of Mahadi’s emporium—having been secretly summoned by Fai Chen. He tells them that they can’t stay in the emporium, but suggests a way they could find safe haven. He introduces Dara, and sadly muses that things will have to get much harder before they get easier.

ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



CALL TO ACTION: TIME'S UP, LET'S DO THIS!

Estimated Duration: 15 minutes

WAKE-UP CALL

Fai Chen's tent is made of thick fabric that tries (and fails) to lessen the scorching heat of Avernus. However, the characters awaken to find that Fai Chen and Dara have good news—all of their hard work has paid off! Read or paraphrase the following boxed text:

The flap of your tent opens, and a hot, ash-laden breeze wakes you. Fai Chen looks in, a grim smile upon his face. "Today's the day, heroes!" he says. The young girl, Dara, silently follows him in. "I have good news. The gossip of the day is that two dozen infernal soldiers just arrived at the munitions dump you attacked yesterday. If they got there that fast, they had to have been from Plagueshield Point. "You'd best get ready. This window of opportunity won't last long; probably only a day or so. If you need any information—like how to get to Plagueshield—don't hesitate to ask. I don't charge for advice!"

AREA INFORMATION

Fai Chen's tent has the following features:

Dimensions & Terrain. Fai Chen's tent is not comfortable but it is large, and its home.

Light. The scene is well-lit by lanterns and the natural reddish light throughout Avernus.

Smells & Sounds. The smell of sweat, spices, and sewage drifts in from outside, as does the raucous noise of the market.

CREATURE INFORMATION

Fai Chen enters the tent with **Dara**, the young Chosen of Ilmater, close on his heels. Seeing the characters, he smiles broadly and sets down a satchel.

What Do They Want? **Fai Chen** and **Dara** are here to fill the characters in on the details of their mission. They aren't happy to have to ask the characters to do this, but it's part of the job.

What Do They Know? **Fai Chen** is an invaluable repository for legends, rumors, and gossip. He knows that, until recently, Plagueshield was an Underdark outpost before it was dragged into Avernus and down into the River Styx. Finding the Styx is easy enough, but getting to the bottom of the river isn't. Fai Chen doesn't know how to get there, but he knows a reclusive drow wizard named Respen Shadowswimmer who might. Originally from Plagueshield Point, Respen survived its descent and now resides in a tower at the banks of the Styx. Dara and Fai Chen happily remind the characters of what's transpired in previous adventures, if their memories are foggy.

WHAT WENT BEFORE

This adventure is the third part of a trilogy. In short, what transpired before is:

- The characters descended into Avernus in Fai Chen's wagon, with Dara. From there, they arrived in Mahadi's Wandering Emporium, and managed to earn a temporary home there. While there they learned that there were many Fai Chens, not just one.
- The adventurers, Fai Chen, and Dara plotted a way to free the spirits of the Hellriders, ancient warriors of justice, that could help fight for good.
- Fai Chen believes that a record of the Hellriders' doomed battle plans are kept within Plagueshield Point, a heavily guarded Avernian fortress at the bottom of the River Styx. To pull forces away from Plagueshield, the characters first attacked a nearby munitions dump.
- With Plagueshield's guards drawn away by their sabotage, the adventurers are now ready to infiltrate Plagueshield Point and learn the Hellriders' fate.

CALL TO ACTION

The time has come to reap the benefits of the recent attack on the munitions dump. The commander of Plagueshield Point has allocated troops from his garrison to reinforce the dump—leaving Plagueshield's own defenses weakened! The time to act is now.

The journey to the banks of the River Styx takes about four hours by foot. The characters advance to **Part 1** upon reaching the river.

PART 1: THE WETTEST SUITE

Estimated Duration: 1 hour 30 minutes

SHADOWSWIMMER TOWER

The banks of the River Styx are a desolate place, littered with the shrapnel and rusting remnants of long-forgotten battles in the eternal Blood War. Respen Shadowswimmer's squat, three-story-tall tower is the only structure still intact on this desolate riverbank.

AREA INFORMATION

The Shadowswimmer Tower has the following features:

Dimensions & Terrain. The tower is approximately 45 feet tall and has 3 floors. The interior ceilings throughout are 20 feet high.

Light. The natural dim light of Avernus streams in through **windows** on the ground floor, but the higher floors are dark and unlit.

Sound & Smells. The tower is quiet, save for the ever-present sound of running water from the Styx outside, and it smells faintly of sulfur.

Windows. Characters that can fly or scale the walls of the ground floor can reach the 10-foot-tall windows that are 10 feet off the ground and enter the building unnoticed.

The Upper Floors (S2 - S6). The characters only enter the upper floors if they want to steal the *bowl of commanding water elementals* from Respen (though first they must find out about it). If they're spotted in these chambers, Respen Shadowswimmer is alerted, and arrives

in 1d4 rounds—unless he is the one that spotted them. If they are found trespassing, characters must succeed on a DC 15 Charisma (Deception or Persuasion) check in order to convince him to help them—he doesn't take kindly to trespassers, let alone nosey ones.

STORY OBJECTIVE A

Finding a way to safely enter Plagueshield Point is **Story Objective A**. Fai Chen suggested seeking out Respen Shadowswimmer; he might be convinced to aid them—whether by force, diplomacy, or subterfuge remains to be seen. Unbeknownst to the characters, he possesses a *bowl of commanding water elementals* that allows them to avoid the river's effects.

S1. TOWER RECEPTION

Directly through the tower's front doors is an open hall with a spiky iron desk against the back wall. Two doors flank the desk, and a circle of arcane sigils is inscribed upon the ground to the west of the front entrance.

CREATURE INFORMATION

An **imp** sits at the desk, copying notes from one piece of parchment to another. It reacts to the characters' presence without looking up:

"Eh? Visitors for Respen?" it rasps. "He doesn't admit mortals without an appointment or a very, very good reason."

A character within 5 feet of the imp who succeeds on a DC 15 Wisdom (Perception) check can see that the notes it's copying are rumors about the devils of Plagueshield Point reinforcing a nearby munitions dump. If any characters earned the **Plague of Plagueshield** story award in the previous adventure (DDAL09-06 *Infernal Insurgency*), the notes reference the characters' nicknames and exploits.

Once the imp's curiosity about the characters has been satisfied (see **Playing the Pillars**), it flies up to a grated iron pipe set into the ceiling above its pedestal.

The imp's eyes narrow, and with a few flaps of its wings, it flies up to a grated iron pipe in the ceiling above its desk. "Master," it croaks, "Mortal visitors have come to call! Perhaps they seek to trade?"

Moments later, the arcane circle flares with light, and a gaunt male drow with red-tinged eyes and wearing tattered robes strides out. "What business have you with Respen Shadowswimmer, foremost scholar of the waters of the River Styx?"

Respen Shadowswimmer is a **drow mage** and he doesn't appear happy.

What Do They Want? The **imp** is Respen's first line of defense against unwanted intrusion; it's very good at making up excuses as to why its master can't see visitors, but is watchful for baubles that it suspects will pique its master's interest (see **Playing the Pillars**). **Respen** is perfectly content remaining isolated in his tower, willing away his time with his studies and experiments. However, when he hears that the characters are interested in venturing to Plagueshield, he grows momentarily wistful and interested in information about the fate of his former apprentice, a drow named Viltharn. He thinks for a moment, and asks if the characters are willing to accept a *geas* in exchange for his aid. He offers to give them a *bowl of commanding water elementals* in return for these terms: "Save my apprentice, Viltharn, if he yet lives, or destroy him if his soul has succumbed to Zariel's corruption."

What Do They Know? **Respen** (the complex's former commander) is quite knowledgeable about Plagueshield Point. It was originally a giant stalagmite with a hollow center located in the Underdark, but was dragged into Avernus by devils. Respen himself conjured the shield that protects the fort from the River Styx—which enabled him to create a *bowl of commanding water elementals* that he used to escape. He knows that devils now use Plagueshield Point as a prison.

Once inside the keep, the only way into its crystalline heart is via a teleportation circle like the one Respen just used, but it requires one of two keystones to activate. The circle bound to the keep's heart is near his former quarters on the upper floor. Both Respen and his former apprentice Viltharn (who lived in the southeast tower) had keystones. He presumes that Viltharn still has his, and that the one Respen had is now in the possession of the keep's current commander.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Neither the imp nor Respen (when he arrives) want to fight. If combat ensues, they both attempt to escape as soon as possible. The imp turns invisible and Respen uses a sigil in the room to return to his room and unleash his arcane experiments upon the intruders from the top floor down.

Exploration. Characters can sneak through the entire compound if they want to avoid a confrontation. They might even be able to steal the *bowl of commanding water elementals* without a fight if they're clever!

Social. If the characters give the imp a rare or rarer magic item or explain what their mission is in Plagueshield Point, it agrees to fetch its master. It also does so if the characters succeed on a DC 15 Charisma (Intimidation) check—though it utters profanities and curses their names in the process. Otherwise, it brusquely asks them to depart the way they came in. The easiest way through this situation is to talk with Respen and the imp. Allow a character to make a DC 15 Wisdom (Insight) check to deduce something about Respen's history, emotional state, or goals on a success (see **Dramatis Personae**).

TREASURE

If the characters are amicable to his request, Respen produces a *bowl of commanding water elementals* from a pocket of his robe. When filled with water from the River Styx, the elemental conjured by the bowl has the added ability to envelop up to eight creatures in an air-filled bubble and use its action to transport them safely through the river's terrible waters.

S2. AQUA PENTACLE

This broad chamber is dominated by a pentacle drawn in paint that was mixed with the waters of the River Styx.

Dimensions & Terrain. Along the sides of the pentacle, **crates** are stacked around the room. The wall has several **gaps** in it.

Pentacle. The pentacle is a permanent *magic circle* that contains a trapped **water elemental**.

Crates. The crates form a 4-foot-tall barrier that the characters can use as cover from the elemental's watchful gaze (see below). Some are filled with salvage from infernal war machines and others contain only dust.

Gaps. There are several gaps in the wall, past which a creature can run—potentially without being noticed.

Water Elemental. This elemental is a guard; if it sees a creature, it sends a telepathic message to the imp in **Area S1**, who alerts Respen, then turns invisible, and searches for any intruders. Respen can disable the pentacle as an action from anywhere within the tower, at which point the elemental attacks any intruders.

S3. STYGIAN BEHEMOTH RESEARCH LAB

The area has the following features:

Dimensions & Terrain. The tower's second floor is filled with tanks of fetid, polluted water from the nearby river. Through a bit of luck, Respen met the drow archdruid **X'ahni'din** in Mahadi's Wandering Emporium, who helped him with his experiments by conjuring fish into these tanks. Eventually, the water drove the beasts mad and mutated them into Stygian behemoths closely resembling **chuuls**. The two behemoths are dormant within the tanks, but if they are awoken, they make enough of a racket that Respen investigates. A creature that passes within 10 feet of a tank must succeed on a DC 14 Dexterity (Stealth) check or risk awakening the creature within. A behemoth awakens automatically if their tank is touched.

S4. READING ROOM

The area has the following features:

Dimensions & Terrain. This antechamber has a couch; possibly the most comfortable looking piece of furniture you've seen since arriving in Avernus.

Map. A 10-foot-square parchment map of Plagueshield Point hangs on the eastern wall of the room (**Appendix 4**).

Circle. This room has a teleportation circle. A creature who has the linked keystone (which only Respen carries) that enters the circle is instantly transported the circle in **Area S1**.

S5. LABORATORY

Respen Shadowswimmer conducts most of his research on table-like stone slabs against the walls here.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The walls are covered with shelves of mismatched jars and vials filled with the waters of the Styx, as well as reams of scribbled notes—written in Undercommon, but in a hand so untidy that even those whom are proficient in the language can make only out a few words here and there. Most of the entries are about the strange properties of elementals that can be summoned using the river's water.

CREATURE INFORMATION

If the characters didn't encounter him earlier, then Respen Shadowswimmer, a **drow mage**, is studying here. His interests and knowledge are described earlier, in **Area S1**.

TREASURE

A *bowl of commanding water elementals* rests on the northernmost table (assuming that Respen didn't give it to the adventurers). There are also containers filled with exotic ritual reagents here.

S6. RESPEN'S QUARTERS

Respen Shadowswimmer sleeps here. He has a simple bed and a nightstand with his journal—written in the same aggressively illegible hand used in the research notes found in his lab.

PROCEEDING TO PART 2

With the *bowl of commanding water elementals* in hand, the characters can leave Respen's tower. In order to conjure the water elemental, the characters must fill the bowl with water from the Styx. This can be incredibly dangerous, which should be made clear to the characters, but if they are careful, they do so without incident (see the **More Than Wet** sidebar in **Part 2**). When they fill the bowl, read or paraphrase the following boxed text:

The stinking water in the bowl roils and expands into a large water elemental made of the same polluted foulness that churns in the river beyond. The creature bulges and distorts until it is shaped like an immense bubble—enough to carry all of you safely within its distended form. It has no eyes, but you feel it gazing at you expectantly.

The water elemental's body seals tightly around the characters, creating a barrier of water before sinking into the river. After several minutes of descent, the characters can see a massive stalagmite in the hazy water. Each character should make a DC 10 Wisdom (Perception) check. Those that succeed see the outer colonnade (**Area P1**) directly ahead of them. Those that succeed by 5 or more see the corner of the fallen battlements (**Area P4a**) on the far corner of the stalagmite. If they succeed by 10 or more, they spot a tiny crack near the base of the stalagmite as the elemental descends towards an entrance that leads to the eastern end of the fissure (**Area P3c**). The characters can maneuver the elemental in the direction of an entrance of their choosing.

PART 2: PRISONERS OF PLAGUESHIELD POINT

Estimated Duration: 2 hours 15 minutes

PLAGUESHIELD POINT

The characters have made it to the bottom of the River Styx with the aid of their water elemental companion. Now, they must choose an entrance and infiltrate the heart of Plagueshield Point.

The former drow fortress has been corrupted by the foulness of the River Styx. It was originally protected from flooding by a sphere of magic, but the enchantment has begun to fade, and leaking water from the river above sends putrid waterfalls through the roof.

Like most drow fortresses, Plagueshield Point was built into a massive stalagmite. The yochlol demon that holds a record of the Bloody Hooves' battle plan is trapped in the hold's prison—a room with no doors in the very heart of the stalagmite. The only way into this chamber is a portal in Respen Shadowswimmer's former chambers; a fact marked on the map which the characters may have obtained from Respen in **Part 1** of this adventure.

STORY OBJECTIVE B

Finding the yochlol (who knows the Bloody Hooves' plans) in Plagueshield Point is **Story Objective B**. This demon is located in **Area P10**.

PLAGUE OF PLAGUESHIELD

Before the characters enter Plagueshield Point, ask the players if any of their characters earned the **Plague of Plagueshield** story award from the previous adventure in this trilogy (DDAL09-06 *Infernal Insurgency*). If any of the characters have, ask them what moniker the devils of Avernus now use to refer to them.

The devils of Plagueshield Point have heard horrific stories of the mighty mortal warriors that attacked the munitions dump, and are both horrified to see that they have turned their ire on Plagueshield Point, and thrilled to have the chance to destroy them. Since these devils have heard stories of the characters' tactics, play them cleverly; they know the classes and traits of the adventurers with this story award.

GENERAL AREA INFORMATION

Plagueshield Point has the following features:

Ceilings. Unless otherwise noted, Plagueshield Point's ceilings are 40 feet tall.

Light. The entire structure is pitch black. If the characters produce their own light, it's tinged with the deep, sanguine red hues of the Styx.

Sound. Sound in this fortress is muffled by its depth beneath the Styx, and drowned out by the crashing noise of the waterfalls that pour through the cracks in the magical dome. Sound never travels more than 60 feet within this location.

Drow Captives. Though some drow from Plagueshield Point escaped with Respen, others remain imprisoned by the devils who now control the fortress. If the characters make of point of rescuing the drow, they earn the **Savior of My Enemy's Enemy** story award.

Stygian Waterfalls. The barrier holding back the waters of the Styx is slowly degrading, and small leaks have started to break through. These waterfalls drain into **area P3**.

MORE THAN WET

Don't fall in! A character that tastes or touches the water is affected by a *feblemind* spell (save DC 15). This saving throw is repeated each turn as long as the character is contact with the water or until it fails the saving throw. If not removed after 30 days using one of the methods described in the spell, the effect is permanent and the creature loses all its memories. Only a *wish* or divine intervention can restore memories lost to the river's water. Any water removed from the river loses its potency after 24 hours.

P1. OUTER COLONNADE

If the characters enter the dungeon from this point, read or paraphrase the following:

The water elemental speeds you to the outer colonnade, and bursts through a shimmering barrier surrounding the fortress's exterior. Within, it is entirely dry—the magical field seems to keep the water at bay, including your water elemental, who crashed and burst upon the barrier, flinging you into the fortress.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. About two dozen skeletons are scattered across the cracked stones of this chamber—many with weapons of infernal make still lodged between their ribs.

Two staircases lead out of this room: to the south is a short stair that leads towards a narrow, precarious bridge, and to the east is a grand staircase that spirals up into darkness.

P2. CRUMBLING HALL

This hallway was ruptured when Plagueshield Point was dragged into Avernus.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. Only a two-foot-wide bridge of stone remains, and the hallway tumbles 50 feet down into the fissure on either side. Beyond, the passage crumbles completely away, and a staircase of rubble leads into a vast fissure within the foundations of the fortress.

CREATURE INFORMATION

If the characters make a successful DC 12 Dexterity (Stealth) group check, they cross the bridge without being noticed. Otherwise, the devils from **Area P3a** attack when the characters reach the staircase at the south end of the hall. Characters with a passive Wisdom (Perception) score of 17 or higher aren't surprised when the devils attack!

P3. FISSURE OF CHAINS

A 100-foot-long chasm cuts through the stalagmite, cleaving the fortress's battlements (**Area P4**), its courtyard (**Area P8**), and even the commander's chambers (**Area P10**) on the balcony overlooking the battlements in twain.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. Several waterfalls crash down into the fissure and drain into the lake in the middle of this chamber.

Infernal Chains. Two of the massive chains that dragged Plagueshield Point from the Material Plane into Avernus rest at the bottom of this fissure, snaking through the entire area. Each chain link is a Huge object with AC 19, 250 hit points, a damage threshold of 30, and immunity to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine, poison, or psychic damage.

Each chain link is 30 feet long, 20 feet wide, 5 feet thick, and covered in 1-foot-long iron barbs. The chains fill most of the fissure, making the bottom of the fissure difficult terrain. A creature that falls prone while in this area must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) piercing damage as it is gouged by these spikes.

Rough Walls. The walls of the fissure are rough and scarred by rivulets of water. They are easy to climb, but a creature climbing them must make a successful DC 13 Dexterity (Stealth) check or be detected by the creatures in the courtyard (**Area P4b**).

P3A. WEST FISSURE

Some devils like to lounge around in the west side of the fissure.

CREATURE INFORMATION

If the characters fought and defeated the devils in **area P2**, this fissure is empty. Otherwise, A **white abishai** is perched upon the infernal chain in this area, bickering with four flying **spined devils** over who would win in a fight: Zariel or Tiamat.

What Do They Want? The **spined devils** are unquestioningly loyal to their commander. The **abishai** is loyal as well, but wants personal glory more than a job well done, and might get sloppy.

What Do They Know? Whatever they know, these devils are far too loyal to reveal, even under pain of death.

TREASURE

The white abishai wears a lovingly embroidered shawl depicting the glorious image of Tiamat. This sentimental piece of art was likely created as an offering by a dragon cultist.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Very Weak: Remove three **spined devils**.

Weak: Remove two **spined devils**.

Strong: Add a **spined devil**.

Very Strong: Add a **white abishai** and a **spined devil**.

P3B. EAST FISSURE

This side of the fissure is dominated by a slowly growing lake of Stygian water, which will eventually flood all of Plagueshield, despite the magic sphere.

Rough Walls. The walls in this area are craggy and can easily be climbed to reach **Area P7**.

CREATURE INFORMATION

Four **water weirds** lurk in the lake, and ambush intruders. Any creature that touches a weird with its bare skin or that takes damage from a weird's melee weapon attack must make a DC 15 Intelligence saving throw. On a failure, the creature loses all its memories for a split second—then they all instantly rush back, overwhelming the creature's mind. It is stunned until the end of its next turn.

What Do They Want? The weirds just want to be left alone, so they attack any intruders.

What Do They Know? These weirds are eccentric, thanks to their Stygian nature, and can't communicate effectively with mortals.

TREASURE

At the core of each of the water weirds is an un-melting piece of Stygian ice—something that Respen would no doubt pay well for.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Very Weak: Remove two **water weirds**.

Weak: Remove a **water weird**.

Strong: Replace the water weirds with **water elementals**.

Very Strong: Add two **water elementals** with the same special properties as the water weirds.

P3C. FISSURE ENTRANCE

If the characters enter the dungeon from this point, read or paraphrase the following:

The water elemental speeds you towards the tiny crevasse in the wall of the stalagmite, and bursts through a shimmering barrier surrounding the fortress's exterior. Within, it is entirely dry—the magical field seems to keep the water at bay, including your water elemental, who crashed and burst upon the barrier, flinging you into the ravine.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. This part of the fissure is so filled with obstructive debris that the characters must clamber over it one-by-one.

CREATURE INFORMATION

A single **drow** is huddled against the chain. Her name is Eskellika Freth; she managed to escape from the chain gang last night, but now has no further plan of escape. She has four levels of exhaustion and is practically delirious.

What Do They Want? If the characters try to help her, she lashes out instinctively and hisses, "Prove yourself! The devil of chains in the south tower. Kill him. Then kill the devil of bones. Kill them forever. Kill them all."

What Do They Know? Eskellika knows that the only way into the prison is by means of a keystone—one held only by the bone devil commander and his keeper of keys. They're in **areas P9** and **P5**, respectively.

P4. PLAGUESHIELD YARD

This area is split into two parts by the ravine that runs through it: a courtyard in the north and the battlements in the south.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The southern half of this fortress is wide open, and creatures in **Areas 4a** and **4b** can easily see one another.

Geode of Imprisonment. In the center of the courtyard is a 60-foot-tall geode of gleaming black quartz, with lacy veins of white stone running through its surface like spiderwebs. Each of its facets are perfectly carved, and its surface seems to shine, even in the darkness.

Sounds. The cracking of a whip and the groaning of slaves can be heard from the courtyard.

P4A. FALLEN BATTLEMENTS

If the characters enter the dungeon from this point, read or paraphrase the following:

The water elemental speeds you towards the keep's battlements, and bursts through a shimmering barrier surrounding the fortress's exterior. Within, it is entirely dry—the magical field seems to keep the water at bay, including your water elemental, who crashed and burst upon the barrier, flinging you onto the battlements. A group of six drow, their legs chained despite the weapons they carry, look upon you in shock and terror.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The crumbling battlements overlook an 80-foot drop into the fissure below.

Shimmering Barrier. The battlements are pressed up against the shimmering magical dome that keeps the waters of the Styx at bay. Creatures that aren't water elementals can pass through this barrier as if it were air—thus plunging them into the waters of the Styx (see **General Area Information**, above).

CREATURE INFORMATION

A group of six **drow** slaves stand guard atop the battlements. Their infernal masters allow them to keep the weapons they had while defending the keep, since devils are immune to their poisoned bolts. Their ankles are shackled together, reducing their speed to 10 feet.

These drow are malnourished (they each have 3 levels of exhaustion). If any one of them spots the characters, they run (such as they can) towards the demonologist's tower (**Area P5**) and report the intrusion. If Taskmaster Zin'katarz (**Area P4b**) spots the characters, it roars a command for all slaves to attack the intruders, and they feebly follow orders. The drow fight to the death while their devil masters are present; they face a fate worse than death if they disobey. However, they surrender as soon as the characters prove that they are stronger than the devils.

P4B. COURTYARD OF SUFFERING

A sadistic **barbed devil** known as Taskmaster Zin'katarz drives a chain gang of ten drow prisoners (noncombatants) around the gleaming, quartz-white exterior of the Geode of Imprisonment in endless, senseless circles until they collapse from exhaustion.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. This courtyard was once a beautiful green place, but is now cracked and dying.

CREATURE INFORMATION

In addition to the **barbed devil** Zin'katarz, four **spined devils** also perch atop the balcony of the commander's chambers (**Area P10**) overlooking the battlements. They follow Zin'katarz's orders without question.

What Do They Want? Zin'katarz has no actual labor for his prisoners to perform, so it instead tortures them for its own sick amusement. If Zin'katarz is reduced to one-quarter of its maximum hit points, it flees through the secret door to the split hall (**Area P6**).

TREASURE

Zin'katarz wears a golden amulet around its neck depicting a magnificent and detailed cameo of Zariel in profile.

SIPHON SHACKLES

All the drow slaves in Plagueshield Point are bound with siphon shackles, horrific devices of Respen's own devising that were appropriated by his apprentice upon Plagueshield's descent. Whenever the commander of Plagueshield Point—in this case, the bone devil Ljubomir—makes a specific arcane gesture as an action, any creature of its choice that wears a siphon shackle (or all creatures wearing a shackle within 1000 feet) is instantly killed, and their killer regains 1d8 hit points. The shackles used in Plagueshield Point have been altered so that only devils can activate them.

SECRET DOOR

A door that rotates around a central rod is hidden in the wall separating the courtyard and the split hall (**Area P6**). Any Small or larger creature that pushes or leans against that 5-foot section of wall can open the door.

P5. DEMONOLOGIST'S TOWER

This tower was once occupied by the resident demonologist of Plagueshield Point, and is festooned with remnants of his research.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The floor is covered with sigils and runes of summoning drawn in smudged chalk.

Doors. Two heavy iron doors bar entrance to this room. A creature must make a successful DC 10 Strength check to open the door, which makes a horrific screeching noise, alerting all creatures within to their entrance.

Smell. The entire room reeks of sulfur. The scent is so strong that any creature that enters the room for the first time on its turn or starts its turn within it must succeed on a DC 13 Constitution saving throw or become poisoned until the end of its next turn.

CREATURE INFORMATION

A **chain devil** named Viltharn Teken'duis lurks in a hammock made of chains at the top of this 50-foot-tall tower. Viltharn has the appearance of a heavily-scarred, purple-skinned male drow wrapped in chains like a mummy wrapped in bandages.

Four **imp** servants flit about, tending to his needs and relaying messages between Viltharn, Zin'katarz (**Area P4b**), and Ljubomir (**Area P10**). When the characters enter, Viltharn uses his Animate Chains action to animate four chains from his roost. Any characters grappled by the chains are reeled up to the top of the tower. Instead of making an attack, Viltharn can release a grappled character, dropping them to the floor 50 feet below.

Viltharn is the keeper of keys; he has one of the two keystones that can open the teleportation sigil in the Hall of Supplication (**Area P8**).

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Very Weak: Viltharn can only animate two additional chains with his Animate Chains feature.

Weak: Viltharn can only animate three chains.

Strong: Add two **barbed devils**.

Very Strong: Add two **barbed devils** and allow Viltharn to animate up to six chains.

VILTHARN'S ETERNAL PUNISHMENT

If the characters have saved any of the drow prisoners, mention the name of Respen Shadowswimmer, or mention the last scene in the mural (**Area P7**) to Viltharn, a character can attempt a DC 16 Charisma (Persuasion) check. If successful, Viltharn is wracked by guilt and struggles to defy his fiendish nature as he describes his tragedy.

When Plagueshield Point was still in the Underdark, Respen Shadowswimmer enlisted a drow demonologist named Viltharn Teken'duis to research Abyssal power to defend the keep, and to read the portents of Lolth since no priestesses were stationed in his fortress.

However, when demons invaded the Underdark, Viltharn was at a loss; his skills were useless to turn the tide of the invaders. Respen pressured him into using his knowledge to summon devils to stop the demons, but his Infernal script was sloppy—and his ritual damned the entire fortress, rather than saving it.

Plagueshield's new commander, Ljubomir, is the bone devil that Viltharn summoned to aid them. Ljubomir finds this entire situation hilarious, and killed Viltharn himself—but allowed him to retain his name and personality after his soul was transformed into a chain devil. Viltharn regrets his actions, but he is bound by his newly lawful nature to serve Zariel and all her servants, including Ljubomir, without question.

TREASURE

Tossed carelessly in the corner of the room is a twine-bound package of sentimental and apologetic letters that Viltharn wrote to Respen in the days before he was killed and reborn as a devil. Viltharn hates these letters, yet can't bear to destroy them. Respen would surely be happy to see them returned.

P6. SPLIT HALL

This hall connects the north and south ends of Plagueshield Point.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The seismic activity that carved the fissure through the courtyard also took its toll on the hallway. The 10-foot-wide gap is fairly easy for adventurers to leap over if they aren't pressured, but may pose a challenge if they're fleeing from something.

Rough Walls. The walls are jagged and covered with easy handholds, allowing creatures to climb between this area and the fissure (**Area P3b**).

Secret Door. A door that rotates around a central rod is hidden in the wall separating this hall and the courtyard (**Area P4b**). Any Small or larger creature that pushes or leans against that 5-foot section of wall can open the door.

P7. MURAL ANTECHAMBER

A grand mural depicting the history of Plagueshield Point has been painted upon seven 10-foot-tall stone tiles inserted into grooves along the northeastern wall of this antechamber. These tiles are out of order, and placing them in the right order opens up a secret area. Characters that solve this puzzle can complete **Bonus Objective A** (see **Appendix 1**).

Other than the mural, the chamber contains a grand staircase that leads to the upper level.

P8. HALL OF SUPPLICATION

A grand mural depicting Lolth is painted on the south wall of this hall—or at least, it was before it was broken.

AREA INFORMATION

The area has the following features:

Mural of Lolth. A gorgeous mural of Lolth used to adorn the southern wall, with a secret door to the commander's chambers (**Area P9**), but the devils that took command of the fortress smashed the wall wide open!

Teleportation Sigil. A creature that holds a prison keystone can open up a portal which leads straight down into the Geode of Imprisonment (**Area P10**). Two keystones exist in Plagueshield Point; one is held by the keeper of keys, the chain devil Viltharn (**Area P5**). The other is kept by Commander Ljubomir. When the characters step into the teleportation sigil, read the boxed text in **Area P10**.

CREATURE INFORMATION

Two **barbed devils** and two **imps** lurk in the alcoves of this room; one pair in the east, and one in the west. The imps serve their superiors by being a nuisance; they use the Help action to grant the barbed devils advantage on attacks.

What Do They Want? The barbed devils are Ljubomir's personal bodyguards, and place their master's protection over their own lives. The imps are pipsqueaks that flee once the barbed devils die.

What Do They Know? These devils know how the teleportation sigil in this room works.

P9. COMMANDER'S CHAMBERS

AREA INFORMATION

The commander's chambers were once the lavish solar of Respen Shadowswimmer.

Dimensions & Terrain. The chamber is split in two by the upper cracks of the fissure.

Decoration. This once-regal chamber is now barren. All of its fineries have been destroyed (as they were Lolthite idols) or shipped off to Zariel's palace as tribute.

CREATURE INFORMATION

Ljubomir, the bone devil commander of this fortress, lounges here, soaking in the delightful moans and wails of the tortured drow. It also enjoys taunting the imprisoned yochlol in the prison below.

What Do They Want? Ljubomir demands utter devotion from its subordinates, just as it shows perfect compliance to the will of Zariel. Plagueshield Point is Ljubomir's greatest pride; it forged the pact with Viltharn that led to Plagueshield's downfall, and it now rules over the prison.

What Do They Know? Ljubomir knows everything about Plagueshield Point that is described in the **General Area Information** section, above.

Alerting Commander Ljubomir. If the characters cause any significant noise (such as by fighting) in the Plagueshield yard (**Area P4**) or in the Hall of Supplication (**Area P8**), the bone devil hisses in surprise and retreats to the Geode of Imprisonment (**Area P10**) to protect its prisoner.

If the characters stand between Ljubomir and the teleportation sigil in **Area P8**, it leaps off the balcony, unfurls its insectoid wings, and shrieks that intruders have entered the fortress—alerting all devils and drow in **Areas 3, 4, and 5**. It then flies down into the fissure (**Area P3**), and secretly makes its way back around to **Area P8**, where it activates the teleportation sigil with its keystone.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Strong and Very Strong: Ljubomir drinks a *potion of invisibility* as soon as he notices the characters.

TREASURE

Among a pouch full of slender, finger-sized ingots of gold and platinum, Ljubomir has a *potion of invisibility*—though it may use it if the characters aren't careful.

P10. GEODE OF IMPRISONMENT

The heart of Plagueshield Point is shielded from divination magic, thanks to infernal sigils carved into the quartz surrounding it. The only entrance to the geode of imprisonment is a teleportation sigil carved into the floor of the Hall of Supplication (**Area P8**), which can only be activated with a keystone. Viltharn, keeper of the keys, holds the original keystone (see **Area P5**), and Commander Ljubomir holds the only copy.

When the characters enter the geode, read or paraphrase the following:

The teleportation sigil flares with light beneath your feet, and you feel as if the floor was pulled out from beneath you. You fall for what feels like hundreds of feet, and then, just as suddenly, you feel solid ground beneath your feet. The vertigo subsides, and you find yourself inside a brilliantly white geode, which has been polished to a mirror shine.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The room is shaped like a four-pointed star, and inlaid in the floor is a massive icon of Lolth that stretches from the north end of the chamber to the south.

CREATURE INFORMATION

In the middle of this unholy decoration stands a female drow in an immaculate gown. She stares glassily at you.

Acting with Her Eyes. A character that makes a successful DC 20 Wisdom (Insight or Perception) check notices that the drow's body is perfectly rigid—except her eyes. Her eyes move ever so slightly to examine each of the characters in turn, and then glance to the west and the east, into alcoves that the characters can't see from their current position.

What Do They Want? There's no time to talk with this drow yet! The final battle is about to begin. See **Apocryphaz the Yochlol**, below, for more information on this character.

FINAL SHOWDOWN

There are good odds that the final showdown of this adventure will take place here. There are two things to be aware of:

Hidden Guards. Two **bearded devils** stand watch over the prisoner. They hide in the east and west points of the room, so that they can ambush intruders that use the teleportation sigil.

Final Showdown. If the characters failed to defeat him earlier, Commander Ljubomir makes its final stand here, and hides in an alcove with its guards to ambush the characters. It doesn't know why they want to free a yochlol, but it isn't about to let its reputation be sullied by a bunch of upstart mortals. Ljubomir is a **bone devil** and fights to the death. If the characters fight it here, it possesses a hooked polearm (a variant described in the *Monster Manual*).

Wait, Spare Me! Once Ljubomir is reduced to half its hit point maximum, it drops its polearm and pats a leather pouch on its hip. It says, "Wait! Spare me! Let me live and I shall give you intelligence! I possess the battle plans of fellow soldiers elsewhere in Avernus! I beg of you."

A character that succeeds on a DC 17 Wisdom (Insight) check realizes that the bone devil is likely being honest about possessing these battle plans. If they agree, it pulls a scroll from the pouch and tosses it to the characters. While the two parties are supposedly out of combat, it uses its action to perform an arcane gesture with its claws. This gesture activates the siphon shackles on the drow's ankles, causing all of the drow slaves within the fortress to instantly die. Ljubomir regains 60 hit points, picks up its polearm, and rejoins combat, ready to fight to the death.

If the characters refuse to take the plans, he snarls, picks up his polearm, and attacks. In this situation, the infernal troop movements Ljubomir had on its person are destroyed along with its body and all its other possessions.

If the characters take the additional infernal war plans, they can claim **Story Award A: Thief of Infernal Knowledge** at the end of this adventure. If they instead free Apocryphaz to save the drow slaves (see **Saving the Drow Slaves** in the next section), they earn **Story Award B: Savior of My Enemy's Enemy** at the end of this adventure.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Very Weak: Remove the two **bearded devils**.

Weak: Remove a **bearded devil**.

Strong: Replace the **bearded devils** with **barbed devils**.

Very Strong: Replace the **bearded devils** with **chain devils**.

APOCRYPHAZ THE YOCHLOL

The drow in the center of this room is not a drow at all, but Apocryphaz, a yochlol spy sent hundreds of years ago by Lolth to spy upon the Blood War in Avernus. As described in the Background section of the Adventure Primer, she spied upon the Bloody Hooves' battle plans all those years ago, and has recorded them perfectly to her vise-like memory. (Since she remains in drow form at most times, she refers to herself with female pronouns.)

Infernal Prison. The holy symbol of Lolth inscribed upon the floor has been desecrated with glowing Infernal text; this is eminently apparent to anyone who examines the floor around the yochlol. It reads, in Infernal, "What fun we have at the Spider Queen's expense! Let her symbol be a prison for eternity!"

Apocryphaz is paralyzed while she stands in the center of the holy symbol of Lolth. Smashing the runes, pushing her out of the glyphic circle, or casting *dispel magic* (the effect is equivalent to a 5th-level spell) frees her. If there are still any devils in the room, she helps destroy them—but enters her Mist Form and waits out the battle at the top of the chamber if she is reduced to half her maximum hit points.

Imparting Her Memories. In order to impart her memories of the Bloody Hooves' battle plan, that is, the very information the characters came all this way to find, Apocryphaz must establish a telepathic link with one of the characters. The only way she can do that is by casting *dominate person* on a character—and for that character to willingly fail their saving throw.

Apocryphaz is a being of chaos and evil, but she has no ulterior motives here. If sharing this information will give the Spider Queen any advantage in the Blood War, she is happy to ally herself with these mortals—however temporarily. She keeps the character dominated until they leave this area, just in case the rest of the adventurers turn on her before she can escape.

Saving the Drow Slaves. Apocryphaz isn't a kind or generous being, but she believes that the drow slaves—if the characters saved them—can be made into fervent warriors of Lolth. She urges the characters not to worry about them; she will bring them aid once the characters have departed. By leaving the rescue to Apocryphaz, the characters earn **Story Award B**.

BLOODY HOOVES' BATTLE PLAN

The character dominated by Apocryphaz receives the following vision through their telepathic link:

Your vision swims. You hear distant voices, and see moving shapes as if watching through dense fog. "My soldiers," says a female voice, dressed in what you can only assume is shining steel armor. "We may be cut off from our forces, we may be behind enemy lines, and we may not have reinforcements in the wings, but we must not despair. We *cannot* despair! We still have hope, and a plan. The Canyon of Screams, a wretched scar on this wretched landscape, could allow us to circle behind the devils' lines and break through.

"My soldiers, my companions, my friends. Hope is not lost. Ready your weapons and ready your steeds. We ride for the Canyon of Screams on my mark."

WRAP-UP: ESCAPING PLAGUESHIELD POINT

Once the characters obtain the battle plans, they need to get out. The *bowl of commanding water elementals* only functions once every 24 hours (since there's no dawn in Avernus), so they need to find a place to wait out the hours.

If the characters defeated both keystone holders—Ljubomir and Viltharn—then the Geode of Imprisonment is a perfectly safe place to wait. If Viltharn is still alive, he gathers all surviving drow slaves and enters the geode with intent to kill the interlopers.

If the characters discovered Respen's hall of secrets (**Area P7a**), they could retreat to that hidden area, as well. None of the devils in Plagueshield Point know of it, making it a perfect place to hide.

Once the bowl has refreshed, all the characters have to do is return to one of the entrances (**Areas 1, 3c, or 4a**) and use the bowl. The water elemental is made of Stygian water, and thus can't pierce Respen's barrier. However, it can form its bubble directly against the barrier, allowing the characters to step directly into it from the dry safety of the fortress. (If the characters received the bowl by making a deal with Respen, he imparted this information to them.)

If you want to up the tension, you can force the characters to hurry by having a battalion of 20 **bearded devils**, led by a **barbed devil** called Lieutenant Abraxoth, return from the munitions dump the characters attacked last game. Abraxoth rightly suspects that the attack on the munitions dump may have just been a gambit to draw them away from Plagueshield. This isn't meant to be a climactic encounter, but rather a capstone to the characters' adventure that gets them out of Plagueshield Point.

OPTIONAL ENCOUNTER: DALGRO STRIKES BACK

If the characters have escaped Plagueshield Point with at least an hour to spare in your play session, you can present them with this optional encounter. Defeating Dalgro Carrionclaw completes **Bonus Objective B**.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 8**.

- *Bowl of commanding water elementals*
- *Potion of invisibility*
- *Soul coin*

STORY AWARDS

A character can earn the following story awards; these story awards are described in **Appendix 9**.

- **Thief of Infernal Knowledge.**
- **Savior of My Enemy's Enemy.**

DUNGEON MASTER REWARDS

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure.

Respen Shadowswimmer. The former commandant of Plagueshield Point is the sort of drow to never look back—lest his past failures drown him in despair self-loathing. Respen has thrown himself entirely into his water elemental research to forget about the disaster that caused him and countless other drow to be stranded in Avernus. He acts aloof, but he is constantly on the verge of an emotional breakdown.

- **What He Wants.** Respen wants closure on the tragic tale of Plagueshield Point, but he is too emotionally raw to do anything about it. He values people who don't give up or get distracted, and wishes he could live up to this ideal. His guilt and sentimentality are easy to prey upon.
- **A Lost Companion.** Respen feels guilty about abandoning his former apprentice, Viltharn, and about all the people he lost in the fall of Plagueshield Point.

Viltharn Teken'duis. Viltharn is Respen's former apprentice, a drow that accidentally consigned Plagueshield to its watery fate. Now a chain devil, Viltharn remembers all the suffering he accidentally caused, but his devilish nature prevents him from feeling grief—instead, he is elated by the horrible deeds he's committed!

- **What He Wants.** Viltharn is single-mindedly dedicated to making life miserable for the drow of Plagueshield. Viltharn also has fond memories of his old master, Respen. He would love to claim the old fool's soul and make him a devil, too.
- **Deep-Seated Sorrow.** Somewhere deep in Viltharn's devilish heart is a sliver of regret. Dredging it up may give him pause—but only for a moment.

Commander Ljubomir. The sadistic bone devil in command of Plagueshield Point. Ljubomir is a coward who tries to appear strong through unflinching loyalty to Zariel.

- **What It Wants.** Ljubomir demands utter devotion from its subordinates, just as it shows perfect compliance to the will of Zariel. Plagueshield Point is Ljubomir's greatest pride; it forged the pact with Viltharn that led to Plagueshield's downfall, and it now rules over the prison. The fortress prison's success or failure reflects entirely upon Ljubomir, and it hopes to prove that it is worthy of a promotion.
- **Prideful to a Fault.** The devil's pride and arrogance in its own superiority blinds him to his weaknesses, and he often makes tactically foolish moves because of it.

CREATURE STATISTICS

The following creatures are encountered in this adventure.

BABAU

Medium fiend (demon), chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

Challenge 4 (1,100 XP)

Innate Spellcasting. The babau's innate spellcasting ability is Wisdom (spell save DC 11). The babau can innately cast the following spells, requiring no material components:

At will: *darkness, dispel magic, fear, heat metal, levitate*

ACTIONS

Multiattack. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

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

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when used with two hands to make a melee attack.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Infernal, telepathy 120 ft.
Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

BONE DEVIL (POLEARM VARIANT)

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7
Skills Deception +7, Insight +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its hooked polearm and one with its sting.

Hooked Polearm. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the devil can't use its polearm on another target.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

CHUUL

Large aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DROW

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)
Hit Points 13 (3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4
Senses darkvision 120 ft., passive Perception 12
Languages Elvish, Undercommon
Challenge 1/4 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day each: *darkness*, *faerie fire*

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

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

DROW MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 7 (2,900 XP)

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*
1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*
2nd level (3 slots): *alter self*, *misty step*, *web*
3rd level (3 slots): *fly*, *lightning bolt*
4th level (3 slots): *Evard's black tentacles*, *greater invisibility*
5th level (2 slots): *cloudkill*

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

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

HELMED HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

RUTTERKIN

Medium fiend (demon), chaotic evil

Armor Class 12

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Crippling Fear. When a creature that isn't a demon starts its turn within 30 feet of three or more rutterkins, it must make a DC 11 Wisdom saving throw. The creature has disadvantage on the save if it's within 30 feet of six or more rutterkins. On a successful save, the creature is immune to the Crippling Fear of all rutterkins for 24 hours. On a failed save, the creature becomes frightened of the rutterkins for 1 minute. While frightened in this way, the creature is restrained. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a wish spell.

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

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

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

WHITE ABISHAI

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str +6, Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the abishai's darkvision.

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

Magic Weapons. The abishai's weapon attacks are magical.

Reckless. At the start of its turn, the abishai can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The abishai makes two attacks: one with its longsword and one with its claw.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) cold damage.

REACTIONS

Vicious Reprisal. In response to taking damage, the abishai makes a bite attack against a random creature within 5 feet of it. If no creature is within reach, the abishai moves up to half its speed toward an enemy it can see, without provoking opportunity attacks.

YOCHLOL

Medium fiend (demon, shapeshifter), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+1)	15 (+2)

Saving Throws Dex +6, Int +5, Wis +6, Cha +6

Skills Deception +10, Insight +6

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Elvish, Undercommon

Challenge 10 (5,900 XP)

Shapeshifter. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Spider Climb. The yochlol can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). The yochlol can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *web*
1/day: *dominate person*

Web Walker. The yochlol ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The yochlol makes two melee attacks.

Slam (Bite in Spider Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft. (10 ft. in demon form), one target. *Hit:* 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

APPENDIX 1: FUTURE PROSPECTS (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

While infiltrating Plagueshield Point, the characters come across a records room—Respen Shadowswimmer’s hall of secrets. The room is magically locked and can only be accessed by solving a puzzle that the devils were too ignorant to identify as a puzzle in the first place.

Searching the room allows the characters to discover that the spirit of a dwarven Hellrider named Glanring Ironbelly might be in the ruins of a castle called Weatherstone Keep. Retrieving this information is one of the potential hooks for DDAL09-09 *Ruined Prospects*.

PREREQUISITES

This bonus objective can be pursued once the characters have reached Plagueshield Point.

BONUS OBJECTIVE A

Solving the wall tile puzzle in the Mural Antechamber (**Area P7**) and defeating the guardians in the Hall of Secrets (**Area P7a**) is **Bonus Objective A**. The characters can also claim Respen’s scrawled note from the bookshelf within that area.

AREA INFORMATION

In the mural antechamber (**Area P7**), a mural depicting the history of Plagueshield Point has been painted upon seven 10-foot-tall stone tiles inserted into grooves in the northeastern wall of this antechamber. Each tile weighs 50 pounds. The mural depicts seven scenes; from left to right:

- A wizard guides a group of sickly drow to a massive stalagmite which is surrounded by tall mushrooms. (2)
- A crudely drawn scene depicts a bone devil gripping the wizard’s apprentice by the chest and transforming him into a devil wrapped in chains. (7)
- A sickly envoy from Menzoberranzan arrives and supplicates himself before a drow wizard. (5)
- A drow wizard turns a bundle of long-stalked mushrooms into a potion and gives it to drow with skin covered in boils. (3)
- A group of healthy drow come from a city, including soldiers and priestesses, and begin carving out a fortress within a stalagmite. (6)
- A group of exiles leaves the city of Menzoberranzan, led by a wizard and his apprentice. Their bodies are covered with crimson boils, and the wizard looks like Respen Shadowswimmer, if he were much younger. (1)
- A group of healthy drow build their home into a massive stalagmite, and make living quarters for sickly drow. (4)

These scenes are out of order. If the tablets are lifted out of their niches and arranged in the correct order (1 through 7 from left to right), the secret door in the southeast wall of this chamber opens; it can’t be opened otherwise. To help the characters arrange these tablets, give them the handout in **Appendix 7**.

7A. HALL OF SECRETS

This chamber was Respen Shadowswimmer’s hall of records. He didn’t tell the characters about this room because—even in exile—he is precious about his secrets. The devils that inhabit Plagueshield likewise are unaware of this room, even Viltharn.

This room also bears a mural on its northwest wall: four figures covered in sinister armor from head to foot, adorned with spiderweb motifs. If any creature that isn’t a drow comes within 10 feet of this mural, the figures step out of the wall, transforming into four very real **helmed horrors** that attack on sight unless given the password, “*This is our little secret*,” said in Undercommon.

Respen crafted these helmed horrors and granted them total immunity to the following spells, rather than the typical spells a helmed horror is immune to: *Evard’s black tentacles*, *lightning bolt*, and *spirit guardians*.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Very Weak: Remove a **helmed horror**.

Strong: Add two **helmed horrors**.

Very Strong: Replace a **helmed horror** with a **stone golem**.

The north side of this room is filled with bookshelves containing countless scrolls on drow lore, centuries-old gossip about Menzoberranzan nobility, and other assorted trifles unrelated to the characters’ mission. However, if one or more characters comb through the library for an hour, they find a hastily scribbled journal entry that’s been stuck between two innocuous scrolls. It reads:

“No time to investigate—a spirit spoke to me at the moment the barrier was raised. A dwarf. Dressed in armor. Called himself a Hellrider. Gave his name as Glanring Ironbelly. Begging for help, at a place called Weatherstone Keep.

“No idea where that is. No time to learn. I only hope the barrier stays up long enough for me to get out of here—wherever here is.”

TREASURE

Respen left his onyx holy symbol of Lolth behind in this chamber before he fled, fearing that the devils of Avernus would sense its presence and come to destroy him.

APPENDIX 2: I DON'T NEGOTIATE WITH DEMONS (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

Demons are not great at planning, but they are masters of treachery. Dalgro Carrionclaw, a babau demon from DDAL09-06 *Infernal Insurgency* (or a different babau if the characters killed Dalgro) thinks that the characters are up to something too important to just let them go about their business, and the sneaky demon has decided any alliances are no longer valid. Dalgro and its minions set an ambush and wait for the characters to leave the river.

When the characters reach the banks of the Styx, the demons surround the party. They have the advantage of surprise and terrain, so the odds should be against the characters, but not impossible. The demons offer to let the characters go in exchange for handing over everything they found in Plagueshield, along with the rest of their gear. However, these are demons, not lawful devils, so they attempt to murder the characters whether they turn over the plans or not.

PREREQUISITES

This bonus objective can be completed once the characters have escaped Plagueshield Point. It can only be begun if the DM deems they have enough time left in their session. This additional content should take about 60 minutes, depending on how long the group usually takes to complete combat encounters.

BONUS OBJECTIVE B

Defeating Dalgro Carrionclaw and its rutterkin minions is **Bonus Objective B**.

AREA INFORMATION

This bonus objective takes place on the banks of the River Styx. The area is a flat plane with a 30-foot-tall cliff about 50 feet away from the riverbank. Dalgro and its demon minions begin combat atop the cliff.

Once the characters reach the surface of the Styx, read or paraphrase the following:

You burst from the surface of the Styx, and the water elemental spits you out upon its banks. Before you can get your bearings, a wicked cackle pierces your ears. A bony demon with midnight-blue skin and blood-caked talons stands atop a nearby ridge, with a half-dozen smaller, chattering demons behind him.

“Mortals!” the demon howls mirthfully. “Dalgro has been waiting for you! Dalgro sees that you have been treasure-taking. Perhaps you will be handing it over—so that Dalgro will not be ripping your spines out through your throats, yes?”

CREATURE INFORMATION

Dalgro is a **babau**, and is accompanied by six **rutterkins**.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Very Weak: Remove three **rutterkin**.

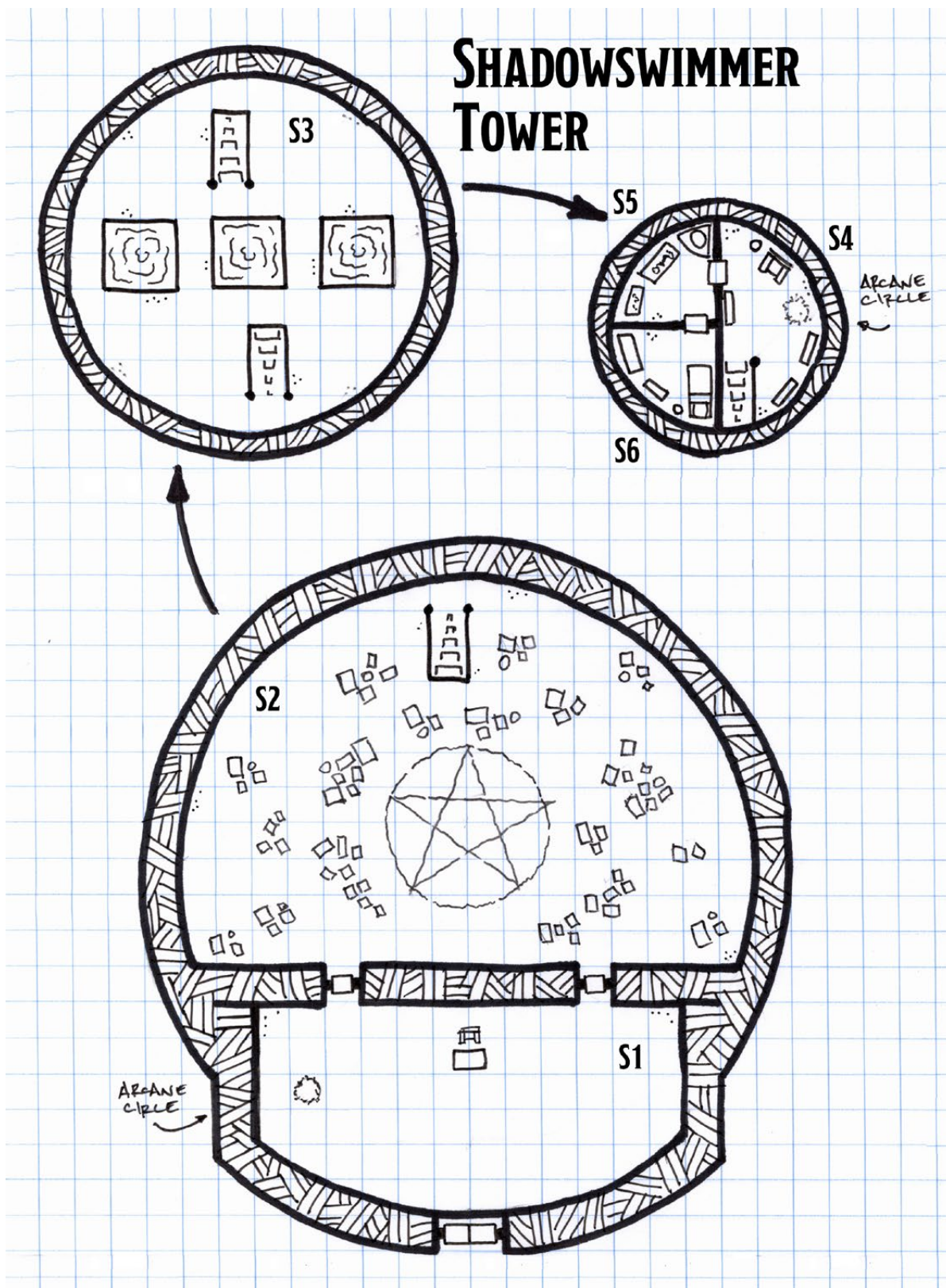
Weak: Remove two **rutterkin**.

Strong: Add two **rutterkin**.

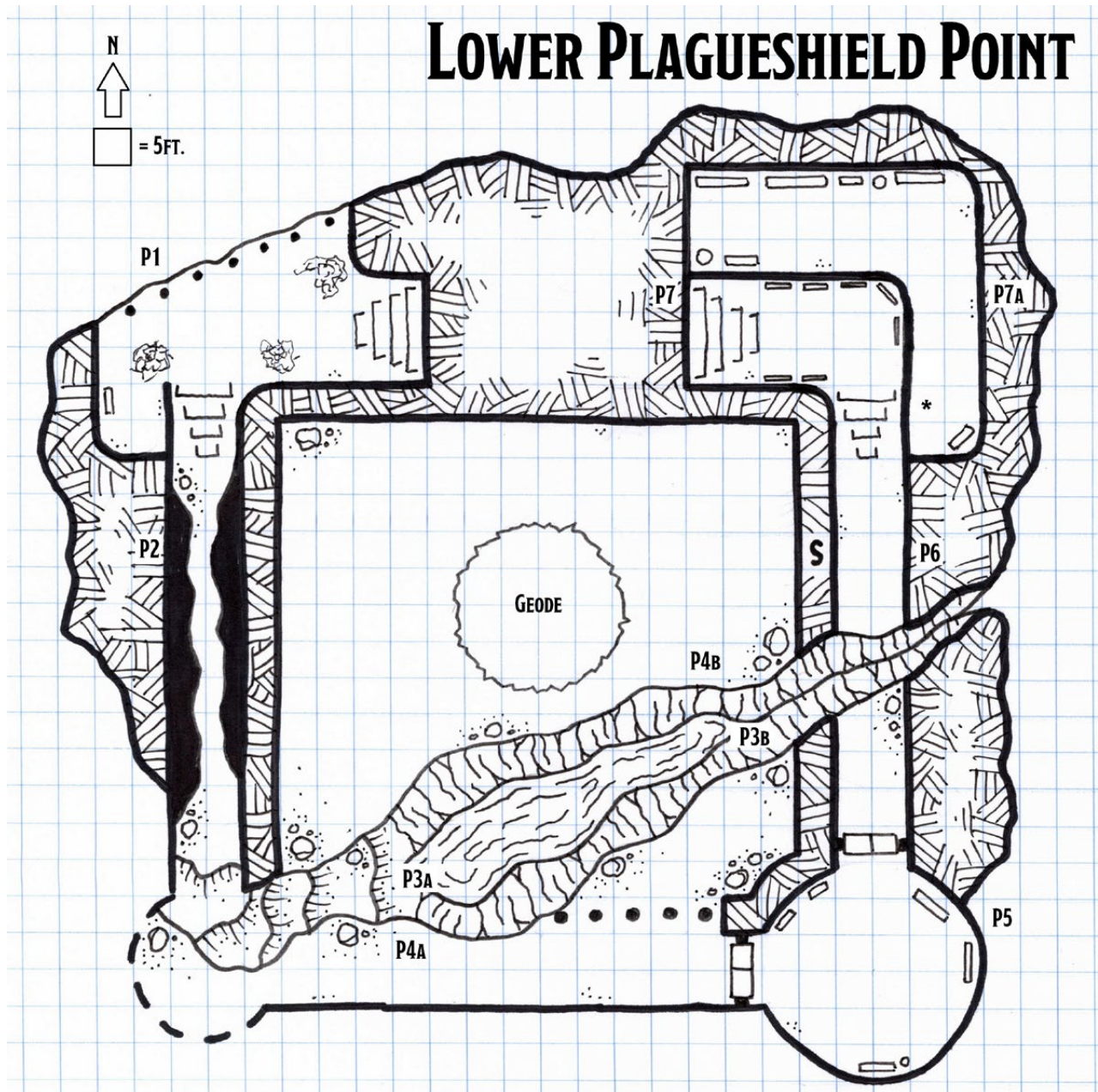
Very Strong: Add four **rutterkin**.

What Do They Want? If any of the characters played the first adventure in this trilogy, then the **babau** Dalgro Carrionclaw has been tracking them ever since. If not, it is simply an opportunistic demon looking for some treasure and carnage. Dalgro offers the characters a chance to hand over their possessions without bloodshed—but this is a demon they're dealing with. Even after they hand over the goods, Dalgro and the six **rutterkin** try to slaughter the adventurers anyway.

APPENDIX 3: SHADOWSWIMMER TOWER MAP

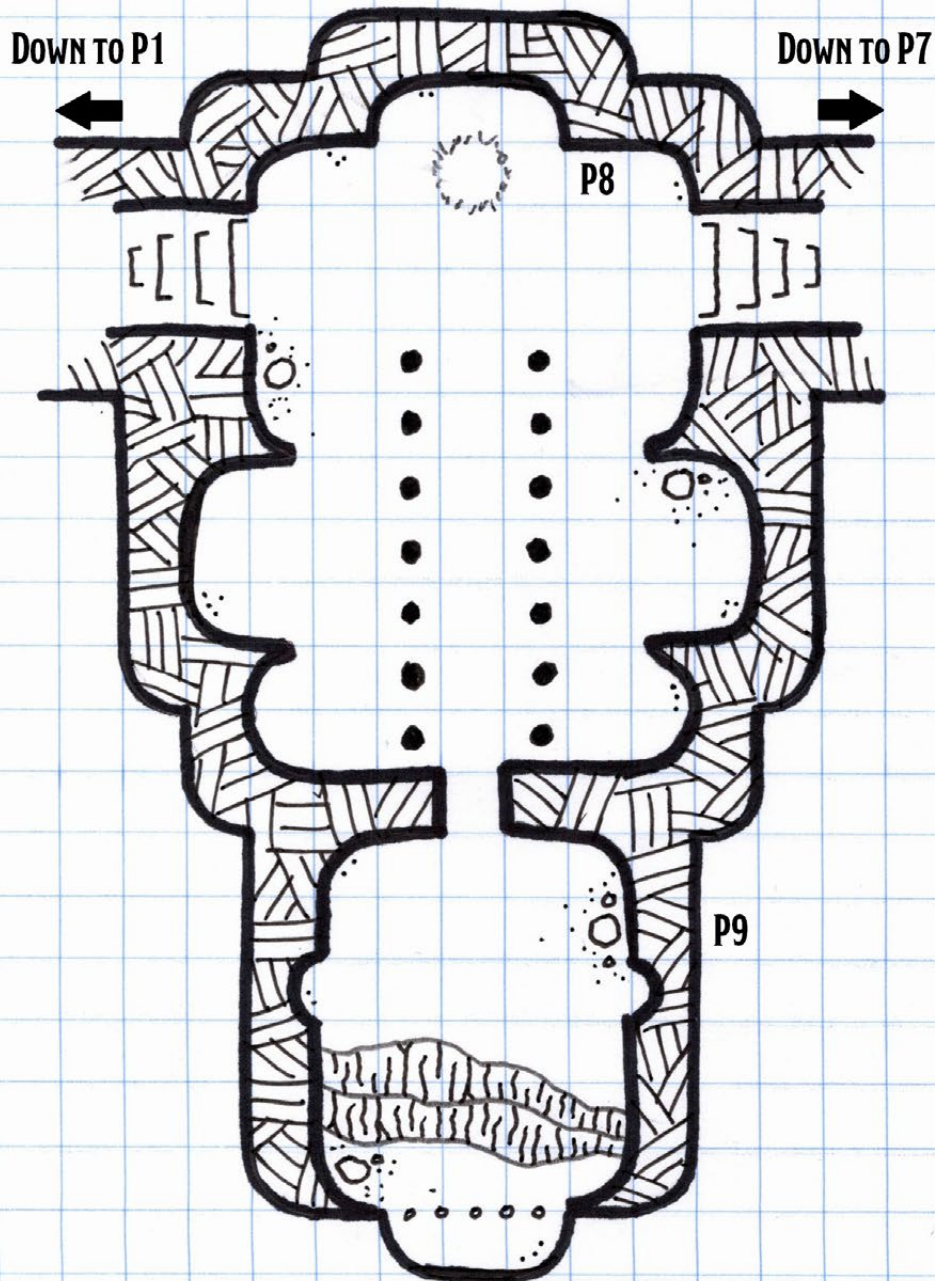


APPENDIX 4: LOWER PLAGUESHIELD POINT MAP

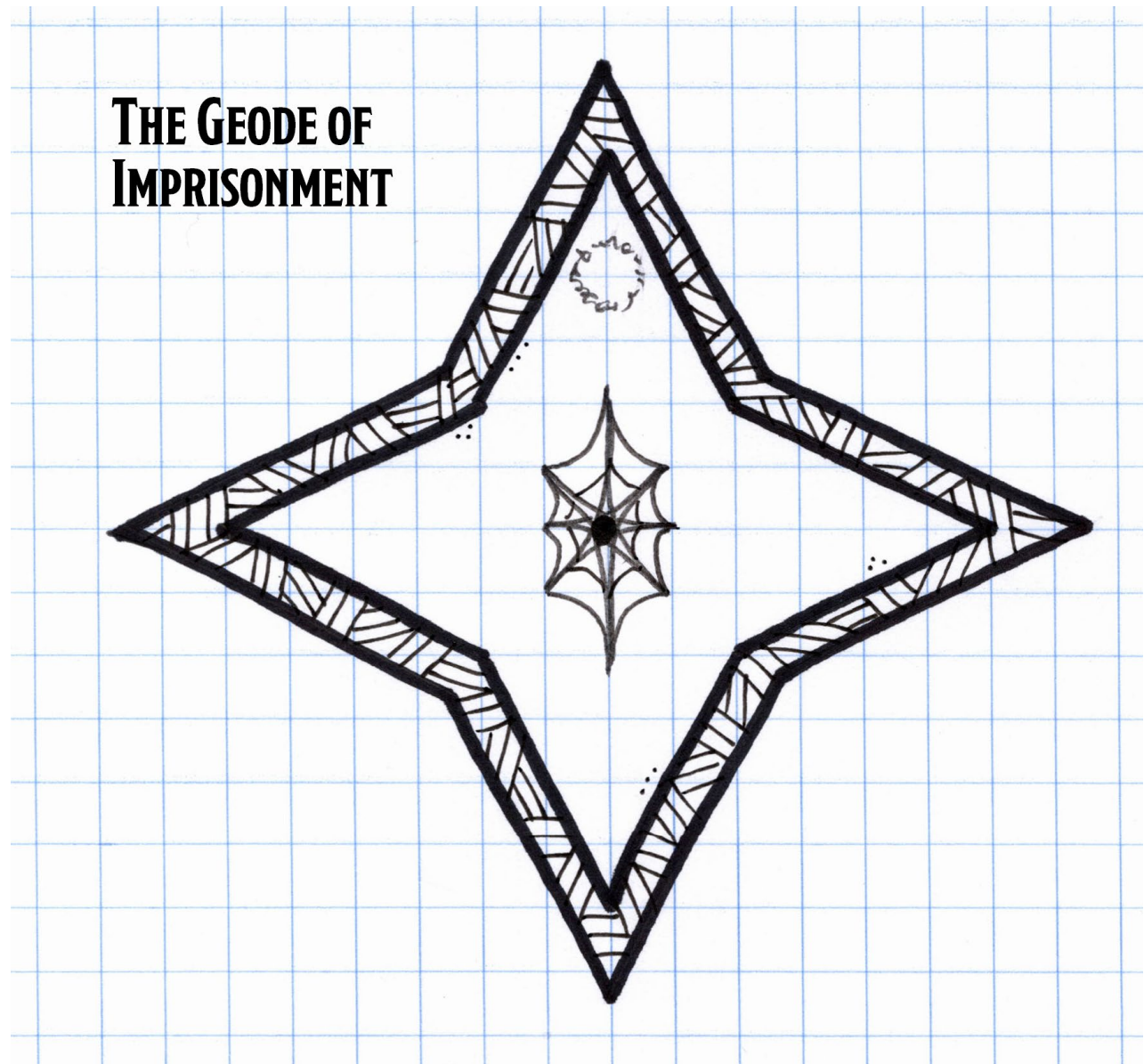


APPENDIX 5: UPPER PLAGUESHIELD POINT MAP

UPPER PLAGUESHIELD POINT



APPENDIX 6: GEODE OF IMPRISONMENT MAP



APPENDIX 7: MURAL PUZZLE

The correct order of these mural tiles is given in **Appendix 1: Bonus Objective A**.

<p>A wizard guides a group of sickly drow to a massive stalagmite which is surrounded by tall mushrooms.</p>	<p>A crudely drawn scene depicts a bone devil gripping the wizard's apprentice by the chest and transforming him into a devil wrapped in chains.</p>	<p>A sickly envoy from Menzoberranzan arrives and supplicates himself before a drow wizard.</p>
<p>A drow wizard turns a bundle of long-stalked mushrooms into a potion and gives it to drow with skin covered in boils.</p>	<p>A group of healthy drow come from a city, including soldiers and priestesses, and begin carving out a fortress within a stalagmite.</p>	<p>A group of exiles leaves the city of Menzoberranzan, led by a wizard and his apprentice. Their bodies are covered with crimson boils, and the wizard looks like Respen Shadowswimmer, if he were much younger.</p>
<p>A group of healthy drow build their home into a massive stalagmite, and make living quarters for sickly drow.</p>		

APPENDIX 8: MAGIC ITEMS

This appendix includes a description of the magic item that can be earned during this adventure.

BOWL OF COMMANDING WATER ELEMENTALS

Wondrous item, rare

While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the *conjure elemental* spell. The bowl can't be used this way again until the next dawn (or until 24 hours have passed on planes with no dawn). This item can be found in the *Dungeon Master's Guide*.

This silver bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons. It is ringed with Infernal script and inlaid with rubies. When filled with water from the River Styx, it can conjure a water elemental that can carry other creatures safely through the waters of the Styx.

POTION OF INVISIBILITY

Potion, rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

SOUL COIN

Wondrous item, uncommon

Soul coins are about 5 inches across and about an inch thick, minted from infernal iron. Each coin weighs 1-third of a pound and is inscribed with Infernal writing and a spell that magically binds a single soul to the coin. Because each soul coin has a unique soul trapped within it, each has a story. A creature might have been imprisoned as a result of defaulting on a deal, while another might be the victim of a night hag's curse.

Carrying Soul Coins. To hold a soul coin is to feel the soul bound within it—overcome with rage or fraught with despair. An evil creature can carry as many soul coins as it wishes (up to its maximum weight allowance). A non-evil creature can carry a number of soul coins equal to or less than its Constitution modifier without penalty. A non-evil creature carrying a number of soul coins greater than its Constitution modifier has disadvantage on its attack rolls, ability checks, and saving throws.

Using a Soul Coin. A soul coin has 3 charges. A creature carrying the coin can use its action to expend 1 charge from a soul coin and use it to do one of the following:

Drain Life. You siphon away some of the soul's essence and gain 1d10 temporary hit points.

Query. You telepathically ask the soul a question and receive a brief telepathic response, which you can understand. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

Freeing a Soul. Casting a spell that removes a curse on a soul coin frees the soul trapped within it, as does expending all of the coin's charges. The coin itself rusts from within and is destroyed once the soul is released. A soul can also be freed by destroying the coin that contains it. A soul coin has AC 19, 1 hit point for each charge it has remaining, and immunity to all damage except that which is dealt by a hellfire weapon or an infernal war machine's furnace. Freeing a soul from a soul coin is considered a good act, even if the soul belongs to an evil creature.

APPENDIX 9: STORY AWARDS

This appendix includes descriptions of the various story awards that might be earned for completing the adventure.

THIEF OF INFERNAL KNOWLEDGE

You recovered additional intelligence that could allow you to avoid the movements of devilish forces later in your adventures. This Story Award will affect the later Tier 4 adventures.

SAVIOR OF MY ENEMY'S ENEMY

You saved a group of drow slaves. Even though these devotees of Lolth aren't good people themselves, you know how the saying goes: the enemy of my enemy is my friend. This Story Award will affect the later Tier 4 adventures.

APPENDIX 10: DUNGEON MASTER TIPS

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure's level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first if outside its level range.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE ANNUAL STORYLINE?

<http://dndadventurersleague.org/storyline-seasons/descent-into-avernus/>

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the *D&D Adventurers League Players Guide* for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party	Party Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong