

CCC-GSP02-02



STYGiA UNTAMED

PAUL GABAT

A TWO TO FOUR-HOUR ADVENTURE FOR LEVEL 5-10 CHARACTERS

CCC-GSP02-02



Þrjátta Þaustnaðar

A Greasy Snitches Adventure



The valkyrie Sigrdri is looking for adventurers who can go with her to the Nine Hells. She is tasked to free heroic souls that are supposed to go to Ysgard but instead are stuck somewhere in different layers of hell. Her second mission is to save a kind and gentle snake guardian's soul that's currently trapped in Stygia, the Fifth. Part Two of *Heroes in Nine Hells*.

A Two to Four-Hour Adventure for Tier 2 Characters. Optimized for APL 9.

Credits

Designer: Paul Gabat

Editing: Kristoff Alejo

Cover: Lanz Frago

Art: Wizards of the Coast thru the following DMSGuild products

- DMs Guild Creator Resource - Allies & Enemies Art 2
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- DMs Guild Creator Resource - Creatures Art 3
- DMs Guild Creator Resource - Creatures Art 5
- DMs Guild Creator Resource - Eberron Scenes & Symbols Art Pack

Maps & Icons:

Alon Mishne at www.mipui.net

Lorc at lorcblog.blogspot.com

Skoll at game-icons.net

Viscious Speed at viscious-speed.deviantart.com

Background: Corey Johnston

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: LaTia Bryant, Ma'at Crook, Will Doyle, Amy Lynn Dzura, Claire Hoffman, Greg Marks, Shawn Merwin, Alan Patrick, Travis Woodall

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Adventure Primer

*"Perceive ye not that we are worms, designed
To form the angelic butterfly, that goes
To judgment, leaving all defence behind?
Why doth your mind take such exalted pose,
Since ye, disabled, are as insects, mean
As worm which never transformation knows?"*
– Dante Alighieri, *Purgatorio*

This adventure is designed for **three to seven 5-10 level characters** and is optimized for **five characters with an average party level (APL) of 9**. Characters outside this level range cannot participate in this adventure. This adventure occurs in Stygia, the 5th layer of Hell.

Background

The valkyrie **SIGDRRI** is on a mission to find heroic souls trapped in the **NINE HELLS** and bring them to the plane of **YSGARD** where they belong.

Defeated by the enemies she encountered in Hell, Sigdrri made a desperate move. She made a deal with a devil who will allow her to summon heroes from the material plane and accompany her in the Nine Hells and make sure that her mission becomes a success.

After saving the soul of Baga, the flame druid in Minauros, the 3rd layer of the Nine Hells, Sigdrri received clues that the next soul she needs to save is in **STYGIA**, the 5th layer.

BULKAWA is a snake who comforted and took care of a guardian angel when she was at her lowest point. It was because Bulkawa didn't leave that person, she was able to get back on her feet with a new goal in life. To that angel, Bulkawa is a hero.

Bulkawa had a peaceful death, but since no one was available to guide his soul in the afterlife, he was captured by devils and was brought to the Nine Hells to be experimented on.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a **Call to Action** scene. If you're planning to play the entire adventure at once, you only need to introduce the Call to

Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Part 1: Sigdrri's Camp (Call to Action).** Sigdrri summons the characters at a camp site on top of a giant iceberg. This is the **Call to Action**.
- **Part 2: Tantlin Records.** The characters need to search for records in Tantlin where they can find Bulkawa's soul. Getting his location is **Story Objective A**.
- **Part 3: Beware the Shark-Father.** The characters must dive in the freezing water of Stygia to find the staff where Bulkawa's soul is currently trapped in. Freeing Bulkawa's soul is **Story Objective B**.
- **Bonus Objective A: The Cold Contract.** Neru and Sekali are impressed with the characters' ability to unlock tower doors in Tantlin, they ask them to open one last tower and the if there's treasure, the characters get first dibs! Getting inside the tower and learning about the infernal contract of the Northsong clan is **Bonus Objective A**, which can be found in **Appendix 1**.
- **Bonus Objective B: I Challenge You!** Junjun has been promoted from an imp to a barbed devil but that's not enough. He is greedy and wants to get promoted again. The fastest way to do that is to defeat the Corruption Brothers in the duelist chasm. Defeating them is **Bonus Objective B**, which can be found in **Appendix 2**.

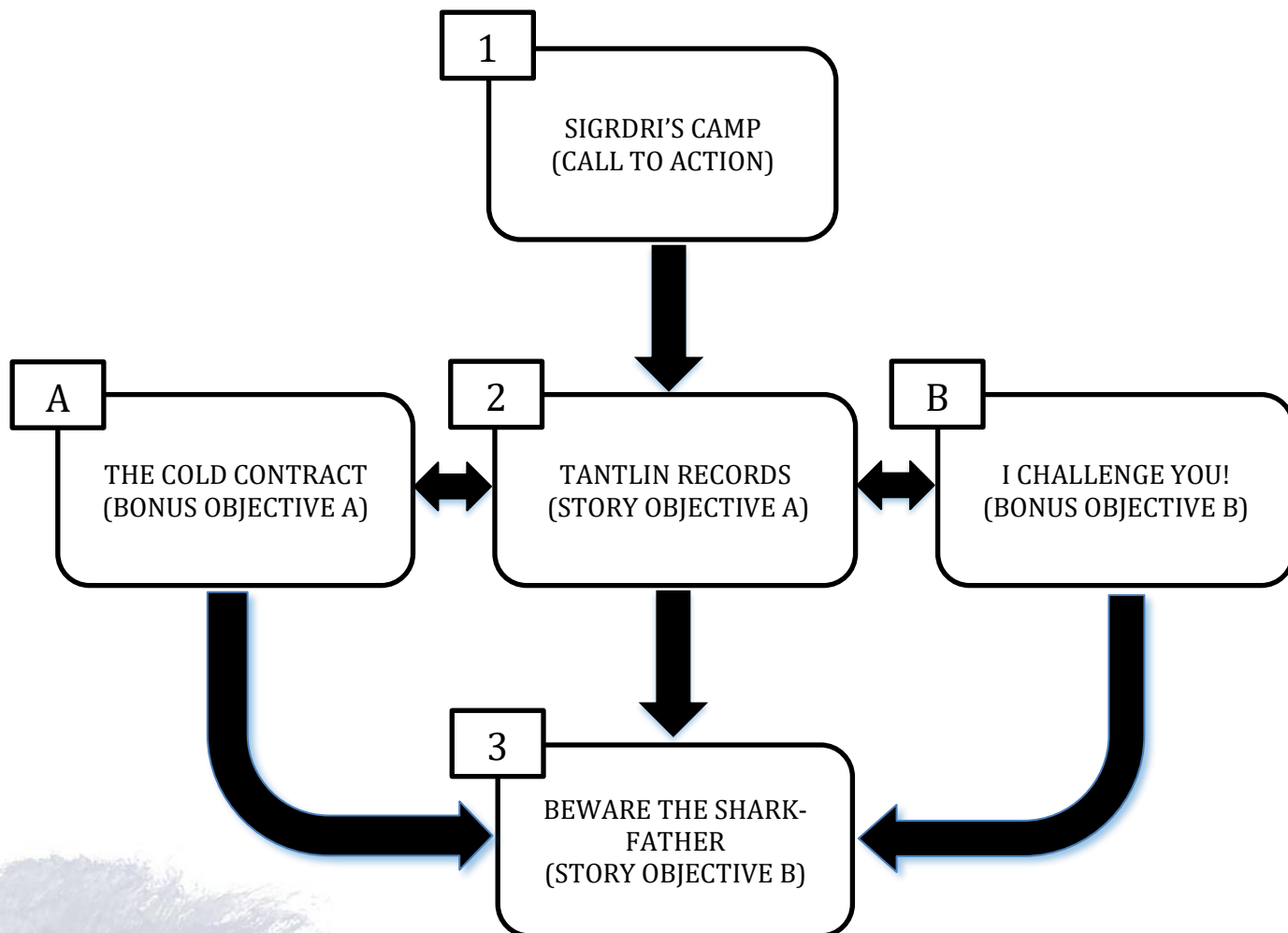
Adventure Hooks

Adventure Hook 1. An image of a badly wounded and restless valkyrie appears in the characters' dream. The valkyrie introduces herself as Sigdrri. She urgently requests for the characters to help her in the Nine Hells and save the souls of those that do not belong there. Should the characters agree, they wake up, together with their equipment, companion, etc. at a camp in an ice floe that's currently under attack!

Adventure Hook 2. If a character's last adventure was *CCC-GSP02-01 Minauros Unchained*, that character accompanies Sigdrí in her travels from Minauros all the way to Stygia. Have that character start with half of its hit points when you run Part 1. That character has been fighting multiple Stygian frost worm before the rest of the characters arrive.

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.



Part 1: Stygia's Camp

(Part 1: Sigdri's Camp)

Estimated Duration: 0 hour 20 minutes

Camp Under Attack!

The characters wake up prone on a bed of snow. Right beside them is a camp that's currently being attacked by a Stygian frost worm (use **young remorhaz** stats with some changes, see **Creature Statistics**). Everyone roll initiative! Those who have a Passive Perception of 13 or lower are surprised!

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group:

- **Weak:** The **young remorhaz** only has 60 hp.
- **Strong:** Change the **young remorhaz** to a **remorhaz**.

Area Information

This area has the following features:

Dimensions & Terrain. The characters are currently on a giant ice floe. Next to them is a small camp that has been trashed by the attacking worm. Surrounding the camp are five freshly killed frost worms. To the east, there is a city built on top of icebergs and more ice floe that are close to each other.

Weather and Lighting. Daylight but there is no sun. Large storm clouds loom on the horizon.

Smell and Sounds. The smell of winter air that is sharp to the nose. Loud howling wind blow towards the characters direction.

Fifth Layer of the Nine Hells

Stygia, the 5th layer of the Nine Hells. Jagged icebergs and groups of ice floe can be seen above the sea water in this realm. The sea itself is so cold that it can freeze a soul in an instant.

Cities and different structures have been built on icebergs as time moves forward. But the icebergs' random behavior as it floats on the sea causes them to clash to one another, bringing disaster to anyone on it in an instant.

Levistus is the current lord of Stygia. He's been trapped and immobilized within an ancient iceberg, created by Asmodeus himself. This doesn't stop Levistus



however in scheming and controlling devils and mortals alike, gathering his strength until he can finally escape his prison.

Creature Information

Sigdri (N, aasimar **blackguard**) has been gravely wounded after fighting the frost worms by herself. As soon as the characters arrive, she yells out to warn the characters of the danger about to approach them. She's too wounded to join the characters in the fight.

Objectives/Goals. Sigdri wants the characters to join her in the city of Tantlin and look for a record indicating what happened to Bulkawa and where he is currently located.

What Does She Know? Once introductions are done, Sigdröi can provide the following information:

- First, she tells the characters that the meat of the frost worm might be important if they want to survive in Stygia. Source of food is very scarce here. A character who makes a **DC 13 Wisdom (Survival) ability check** successfully chop 100 pounds of edible fresh, raw meat from the carcass of one frost worm. The frost worm meat can stay fresh for at least 10 days.
- Sigdröi has been sent here by the gods of Ysgard to free heroic souls that are currently trapped in hell. On her quest to find these souls, she has been attacked by devils and other monstrosities until she had no choice but to strike a deal with one of them (See the **Background** section to know more about the deal).
- The soul that she needs to save is Bulkawa, a snake guardian to an angelic being. Bulkawa saved an angel by offering to be its friend and providing comfort and motivation when it was at its lowest point. Giving the angel a second chance in life and a new purpose. How the snake got trapped in the Nine Hells is unknown.
- A record of Bulkawa's location should be in Tantlin, the city of ice.
- If asked if beasts actually have souls, Sigdröi grins and tells them that the answer should be obvious by now.

Call to Action

Sigdröi asks for the characters to go to Tantlin city and find the record containing Bulkawa's location. Once it is known, they are asked to save Bulkawa until he can ascend to Ysgard.

Valkyries from the Plane of Ysgard

Humanoids that have been infused with the power of Ysgard. These warrior servants of the gods are usually tasked in finding the souls of heroes and bring them to Ysgard, where they will receive their reward of eternal glorious battles and fine ale!



Part 2: Tantlin Records

(Part 2: Tantlin Records)

Estimated Duration: 0 hour 45 minutes

Tantlin, The City of Ice

Previously the home of Geryon, the ruler of Stygia, and his legions before Levistus took over. The city has now been shattered and its glory gone. For more information about Tantlin, be sure to check *Pipyap's Guide to All of the Nine Hells*.

Area Information

This area has the following features:

Dimensions & Terrain. The whole city is made out of ice from Stygia and the material plane. Each structure is mostly stuffed with ledgers, journals, notes, and records of every activity, logistics, and deals made by devils. The first time the characters arrive in the city and every day they spend outdoors, ice falls from the top section of an iceberg.

Weather and Lighting. Daylight but there is no sun. Large storm clouds loom on the horizon. There are candles, torches, braziers inside each building should the characters need a source of light inside.

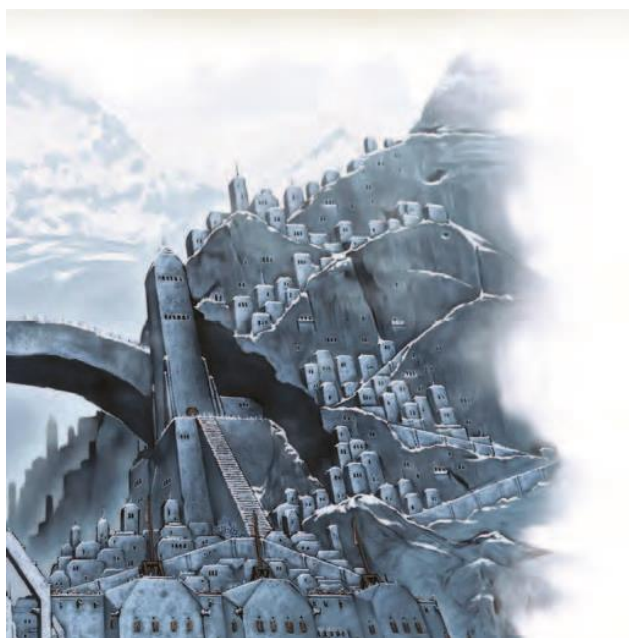
Smell and Sounds. The smell of old paper.

Icefall

With a terrible groan and bone-rattling crack, a huge chunk of ice breaks from the ledges high above the heads of the characters. Each character must move at least 40 feet or make a **DC 16 Dexterity saving throw** or take 55 (10d10) bludgeoning damage and be pinned beneath the ice; succeeding on this saving throw reduces the damage by half and are not pinned. Anyone pinned by the ice can't move or speak and immediately begins suffocating. Anyone not pinned can see a trio of ice devils clinging to the side of the icewall above, cackling madly at the characters—clearly, they intended to kill as many of them as possible!

Story Objective A

Getting the information about the exact whereabouts of Bulkawa's soul completes **Story Objective A**.



The city of ice. Tantlin is built on a giant body of ice floating on the sea of Stygia. Towers, bridges, and other structures built above and below the sea are all made out of ice. On one side of the city is a makeshift harbor where visitors can dock their ships.

The city solely exists to make sure no deal goes unrecorded in the Nine Hells. Most of the structures are filled with ancient tomes, ledgers, scrolls, journals, and more. Tantlin is a literal mountain of knowledge and secrets. Candlekeep scholars call this place heaven, as long as you know where to look.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. The scribes usually go together in pairs. Whenever the characters destroy any records, two **white abishai** scribes will attack them.

Exploration. Countless records can be found here. Feel free to come up of buildings with records containing information that might interest each character personally. It can be related to their backstories or their hometown and how the devils are associated with it.

Social. White Abishai scribes roam the city. Going from one building to another sorting out documents and tomes. Most of the time they are inside an ice tower, creating a copy of the latest infernal contracts that have been made. If the characters talk to the Abishais and ask for information, they ask them for a favor first in exchange.

What's Next?

The citizens of Tantlin are not willing to give the secrets on how to properly navigate and search the city to find the information the characters need. However, if they start to perform tasks and favors over the next few days, some of them might be convinced otherwise.

- A character needs to perform an ability check and use the tools they are proficient in to get the information that they need.
- Whenever one character performs an ability check, all party members must pay the downtime cost depending on the character's roll.
- A character who does not have any downtime left cannot make an ability check.
- Proceed to the **Development** part when the total of success in ability checks is equal to half of the party members (rounded up) or more.
- The adventure is a failure if all characters run out of downtime days. Spending time in Tantlin no matter how long is futile and will not result to them finding Bulkawa's whereabouts.

Homebrew Game

If you are not using downtime days as a resource for your games, you can always replace it with gold, hit dice, or any resources that's important to the characters.

Ability Check Result	Downtime Cost
Failed and rolled less than 5 from the DC	5 Downtime Days

Failed	3 Downtime Days
Success	1 Downtime Day
Success and rolled more than 5 from the DC	0 Downtime Day
Rolled a natural 20	0 Downtime Day and the next ability check made by any character is with advantage.

Artisan Tools

(Must be proficient in artisan tools)

A pair of white abishais scribes, Kaz and Kit, ask the characters if they can create unique infernal contracts for them. The contracts are just templates and will send it to different devils once they are ready to make a deal. (Example: A ruby with infernal script that becomes a binding contract when soaked in an innocent animal's blood)

A character can make a **DC 17 Strength, Dexterity, or Intelligence ability check** to succeed on this task.

Disguise Kit

(Must be proficient in disguise kit)

Zarah, a white abishai asks the characters if any one of them can disguise as her twin sister so she can enter the red tower in the inner city. Only twins are allowed to enter. Once she gets in, the character can just leave her there.

A character can make a **DC 19 Dexterity, Wisdom, or Charisma ability check** to succeed on this task.

Forgery Kit

(Must be proficient in forgery kit)

Brix and Drey, twin abishais, accidentally burned an infernal scroll contract of Asmodeus. They ask the party if any one of them can forge it. They'll give the details the characters need.

A character can make a **DC 17 Dexterity, Intelligence, or Wisdom ability check** to succeed on this task.

Gaming Set

(Must be proficient in a gaming set)

Old devil Brask, a white abishai is holding a game tournament. Whoever is the champion will win a directory tome of Tantlin.

A character can make a **DC 15 Intelligence, Wisdom, or Charisma ability check** to succeed on this task.

Herbalism Kit

(Must be proficient in herbalism kit)

Sabi and Ala, white abishai twins are looking for a potion that can keep them awake so they can spend more hours working. They are willing to give one of the characters a *potion of healing* in exchange of what they can make.

A character can make a **DC 18 Constitution, Intelligence, or Wisdom, ability check** to succeed on this task.

Musical Instrument

(Must be proficient in a musical instrument)

Performing on the streets of Tantlin may attract a citizen who knows about what the characters are searching for or give a bit of trivia.

A character can make a **DC 17 Dexterity, Constitution, or Charisma ability check** to succeed on this task.

Navigator's Tools/Vehicles

(Must be proficient in navigator's tools or vehicles)

K'ma, a sahuagin **veteran** asks the characters to deliver documents from the harbor to different parts of the city by using wagons or boats. Lots of rumors can be heard when the characters are in the harbor and on the road.

A character can make a **DC 19 Athletics, Dexterity, or Wisdom ability check** to succeed on this task.

Poisoner's Kit

(Must be proficient in poisoner's kit)

Brax a white abishai clergy is creating an infernal contract through the use of poison and needs help. The goal is to create a poison that will kill whoever drinks it on any date a devil specifies. Brax likes to tell stories when he's working.

A character can make a **DC 18 Dexterity, Constitution, or Intelligence ability check** to succeed on this task.

Thieves Tools

(Must be proficient in thieves' tools)

The white abishai twins Neru and Sekali are looking for people who can help them unlock ancient towers that haven't been visited in centuries. The keys to these towers have been lost a long time ago and some have password combinations that nobody knows anymore. Definitely great and ancient knowledge lies inside these towers.

A character can make a **DC 18 Dexterity, Intelligence, or Wisdom ability check** to succeed on this task.

Northsong Tower

Bonus Objective A

If the characters are successful in helping Neru and Sekali with unlocking ancient towers, they ask again for their help in unlocking one more tower, refer to **Appendix 1**. If they can unlock it, they get first dibs on the treasures inside if there are any.

What Do Wizards Get?

Wizards and ritual casters who are successful in **DC 17 Intelligence (Investigation) ability check** while reading the records in Tantlin will know that all wizard spells found in the *Player's Handbook* are here and can be copied. However, copying spells will not only reduce the character's downtime days but also everyone else in the party.



Facts/Rumors

Feel free to reward the characters with information from the table below whenever they succeed on an ability check:

D4 Piece of Valuable Information

- | | |
|---|---|
| 1 | The mighty angel Zariel was so obsessed with the Blood War that she agreed and signed an infernal contract with the Lord Asmodeus. Giving her the power to end the war in exchange of turning her into a devil and making her the ruler of Avernus, the first layer of the Nine Hells. (Fact) |
| 2 | The high overseer of Elturel, Thavius Kreeg signed an infernal contract with Zariel. After 50 years the companion, Elturel, and all of its oath-bound protectors will be sent to Avernus if she wills it. (Fact) |
| 3 | Sekolah, the shark-father swims in the dark recesses of the under-ice, looking for foolish prey tempted by lost treasures. They say that Sekolah is larger and stronger than a tarrasque. (Fact) |
| 4 | The demon lord Demogorgon actually has a daughter. (Rumor) |

Development

The last NPC the characters talk to after succeeding the required amount of ability checks gives the following information:

- When Bulkawa died, devils captured his soul while lost in the Astral plane.
- The devils brought Bulkawa's soul to the Nine Hells and experimented on him. He was one of the first souls to be bonded to an object as part of the soul coin project.
- Only to a wooden staff made out of a narra tree was Bulkawa's soul successfully bonded.
- Considered as a failed project by the devils, the staff where Bulkawa's soul reside has been discarded and was supposed to be shipped to Tantlin and placed inside one of the storage warehouses in the city.

- The ship that had the staff never reached Tantlin. Around 50 miles south west of the Duelist Chasm, at the Stygian sea, the ship was attacked by a gargantuan sea creature. The ship together with its cargo is considered lost and probably resting at the sea bed where unknown creatures lurk.
- There are sahuagin boats at the harbor who are willing to take people anywhere in Stygia for a price.

Tantlin Harbor

Area Information

This area has the following features:

Dimensions & Terrain. A makeshift harbor has been built on one of the edges of Tantlin. Different boats are docked here, but most of them are for transporting documents from different planes and layers of the Nine Hells to Tantlin.

Creature Information

K'thak'lak (a sahuagin **war priest**) together with four other sahuagin guides (**veteran**) are offering safe transport wherever the characters need to go in Stygia in exchange for 500 pounds of fresh, raw meat. If the characters cannot provide the required payment, they suggest that they take a little detour at the Duelist's Chasm where the characters can produce the payment. Plus, it's also a nice stopover before heading to the characters destination.

If the characters explain to K'thak'lak that they have to look for something underwater, he can provide something that will keep the characters body warm and their souls intact.

Sigrdri cannot join the adventurers even if she wanted to because of the deal she made with a devil. She will wait for the characters' return here in Tantlin and pray to the Ysgard deities for guidance and success.

Duelist Chasm

Bonus Objective B

If the characters head to the Duelist Chasm first, refer to **Appendix 2**.

Part 3: Beware the Shark-Father

(Part 3: Beware the Shark-Father)

Estimated Duration: 0 hour 55 minutes

Battle Under the Stygian Sea

The wreckage of the transport ship containing the staff of Bulkawa is 50 miles south west of the Duelist's Chasm. It takes two days for K'thak'lak's boat to get to the location from Tantlin.

Shark's Art

Before the characters dive into the sea, K'thak'lak provides each one with a spoonful of dirt called Shark's Art. The dirt, if digested will have the following effects for 1 hour:

- The character's body and soul will not freeze upon contact with the Stygian Sea.
- Gain swimming speed of 30 ft.
- Cannot cast any conjuration spell.

A character who makes a successful **DC 17 Intelligence (Medicine) ability check** can tell that the dirt like substance is actually made out of dried stygian shark dung.

Area Information

This area has the following features:

Dimensions & Terrain. The sea bed is 500 ft. below K'thak'lak's ship. The stern of the transport ship below the sea is missing. Its outer layer is now covered in moss and barnacles.

Lighting. Dim light while underwater.

Sounds. Everything seems to be muffled.

A silhouette of a large transport ship resting on the sea bed can be seen as you swim to the bottom of the sea. Getting near it, the ship is covered in sea weed and barnacles, with different harmless sea creatures lurking around it.

One thing that is obvious is that its stern is missing, as if it was bitten off by a creature way bigger than the ship.

Crates both broken and unopened, litter the sand near the ship. Gold, gems, and other treasures can also be found all around the area.

Treasure

See the **Reward** section on how much gold you can give to the characters if they decide to loot the area.

A character who makes a successful **DC 15 Wisdom (Perception) check** notices on the sand a medium-size handle shaped like a snake made out of copper. Pulling the handle reveals a *Staff of the Python* where Bulkawa's soul is currently trapped in.

Lastly, a stone tablet with records written in Infernal can also be found. It is one of the ship's log indicating that an artifact called the Cradle of Order and Chaos is not included in the shipment because the Biguri siblings, a group of earth genasi warriors, did not want to surrender it. It remains in the crumbling metropolis of Malagard in Maladomini, the seventh layer of the Nine Hells. If this is mentioned to Sigdrif, she is ecstatic! The Biguri siblings are the last souls she needed to retrieve and send to her home plane, Ysgard. Follow the next adventure *CCC-GSP02-03 Maladomini Unleashed* to know more!

Creature Information

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group:

- **Weak:** Reduce the number of **veterans** to 2.
- **Strong:** K'thak'lak starts with 180 hp and casts *crusader's mantle* before combat starts.
- **Very Strong:** K'thak'lak starts with 128 hp and casts *crusader's mantle* before combat starts. Each **veteran** has 90 hp.

Objectives. Once the characters retrieve the *Staff of the Python* and while still at the bottom of the sea, K'thak'lak (a sahuagin **war priest**) together with four other sahuagin guides (**veteran**) who all digested Shark's Art will perform an ambush to steal all of the treasure!

Surviving Underwater

Can They Breathe Underwater using Shark's Art? No.

Now that the characters have 30 ft. swimming speed, a character who swims and dash for 1 minute can travel up to 600 ft. That's plenty of movement to get to the sea bed. Is it enough to swim back up if a character's Constitution is low especially since there's a combat encounter underwater? Nope! See suffocating below.

Suffocating. A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

If you run out of breath, you can't regain hit points or be stabilized until you can breathe again.

Underwater Combat. When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

Sekolah, the Shark-Father

On initiative 0 (losing ties), Sekolah a Gargantuan great white shark (use **tarrasque** stats and add a swim speed of 60 ft.) slowly swims toward the area where the fight is currently happening.

The waters of Stygia darkens as a gargantuan figure slowly swims toward your direction. At first, it can easily be mistaken for an iceberg, but as it gets closer, you get to realize what it is. With its sharp pointed snout, large crescent-shaped tail, and a fin shaped like a mountain on top of it. Sekolah, the shark-father is real and he is here right now!

Sekolah is categorized as Gargantuan, but his size should be way bigger than a ship. Feel free to declare how big he is.

Sekolah is meant only to scare the characters and will not attack anyone UNLESS it is attacked first. While distracted, the sahuagins will continue to attack the characters until all of their belongings have been stolen.

As a DM, confirm it with your players first if they really want to attack Sekolah and inform them that this will be a battle that they may not win and will result in a total-party kill (TPK). If Sekolah is attacked, K'thak'lak and the other sahuagins will escape combat immediately.

My Players Did It!

They did what is impossible. Maybe your players are top tier adventurers or they are blessed by Tymora, maybe both! They managed to defeat Sekolah, the shark-father! Send me a tweet ([@DMPaulG](#)) and let me know how many rounds it took for them to defeat the shark-father together with a summary of what happened! As the author of this adventure, I would like to keep a mini scoreboard of how many adventurers are actually crazy enough to fight Sekolah and managed to survive!

Conclusion

When the characters bring the staff back to Sigrdri, she is thankful and very proud of their accomplishment. She performs a prayer ritual to release Bulkawa's soul and sever its bind from the staff. A portal to Ysgard opens up, revealing tremendous rivers of earth and stone from the other side. Only Bulkawa is worthy enough to enter the portal.

If the characters talk to Bulkawa and ask about his past or how he got trapped in the Nine Hells, see **Appendix 7**.

Sigrdri, opens up another portal using the powers she received from the devil she made a deal with. This portal leads back to where the characters came from before coming to Stygia. She thanks the characters for the last time but also welcomes them to stay if they want to go with her and find the next soul on her list.

Lastly, the actions of the adventurers have been noticed by Levistus, the lord of Stygia. Before any other devil finds out that a soul has escaped Stygia, every character gains the following story award, **Banned: Stygia**.

Rewards

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

Player 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

Story Award

The characters unlock the following story award for **completing the adventure**:

Banned: Stygia. The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this layer of the Nine Hells to you. You can't participate in further adventures in

this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia. This story award is described in **Appendix 9**.

Magic Items

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

- *Smoldering Armor*
- *Staff of the Python*
- *Potion of healing*

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 and locations feature prominently in this adventure.

Sigrdri (ZIG-dri). Fierce and does not know when to quit. She is a valkyrie from the plane of Ysgard sent by the gods to retrieve heroic souls that are currently trapped in the Nine Hells.

- **What They Want.** To complete the mission given to her, no matter the cost.
- **A Loyal Soldier.** Good or evil does not exist in Sigrdri's vocabulary. Any order she receives from her superior, she follows to the best of her abilities, no matter the consequence.

K'thak'lak (KA-tak-lak). A female sahuagin who owns a rare boat that can travel at any point in the Stygian sea.

- **What They Want.** K'thak'lak is willing to sell her services as a transporter and a guide in exchange for fresh, raw meat. However, whatever payment she's getting, her crew must receive the same amount.
- **Priestess of Sekolah.** Blessed by the shark-father, K'thak'lak only believes that the only powerful being in this realm is Sekolah.

Bulkawa (bul-KA-wa). A benevolent giant constrictor snake that had a long exposure to divine energy, making his scales turn into metallic copper and lightning to come out from his eyes.

- **What They Want.** Bulkawa hates seeing creatures get sad because they are alone. He finds ways to uplift someone's spirit even though his actions are limited because he's just a snake.
- **Five-Leaf Clover.** After befriending Rizgrim, he became a 2nd generation member of an adventuring group called the Five-Leaf Clover. A black tattoo of a five-leaf clover can be seen near his tail. Whenever he puts his will into it, harmless green flame erupts from the tattoo and engulfs his whole tail.

Junjun (jun-jun). A recently promoted devil. From being an imp, he became a barbed devil after having a big influence in breaking the new

payment system implemented by Mammon in Minauros, the third layer of the Nine Hells. Junjun can easily be identified for having blue skin and a cheerful behavior.

- **What They Want.** Junjun wants to be stronger and smarter. He can only do this by being promoted again from a lesser devil to a higher devil. Right now, he's looking for ways on how to achieve this.
- **Schemer.** Junjun likes to take advantage of situations where the result of his actions will end up in his favor. He is a devil after all.

R'rap (RAP). The "oldest" of the Corruption Brothers. He is an ice devil who is obsessed in killing, especially devils. Finding the Duelist's Chasm is a dream come true for him.

- **What They Want.** To kill.
- **Duelist's Chasm Champion.** The Corruption Brothers have successfully defended their title as the undefeated champion for three tendays now.

Shoon (Shun). An imp and the "middle" child of the Corruption Brothers. A very supportive brother who wants R'rap to get what he wants.

- **What They Want.** For R'rap to be successful at what he's good at.
- **The One Who Found Kohr.** Shoon is the one who found Kohr travelling aimlessly within the Nine Hells. After identifying instantly that Kohr has no memory of his past, he manipulated and brainwashed the tiefling into thinking that that is a devil and that they are his brothers.

Kohr (KOH-r.) A tiefling rogue who is presumed dead in the material world. He is the youngest of the Corruption Brothers.

- **What They Want.** After being brainwashed by Shoon, he acts as R'rap's support whenever they are fighting in the Duelist's Chasm.
- **Greasy Snitches.** Kohr is one of the core members of this pseudo-famous adventuring group. Does he have any purpose in the group aside from being an edgy pessimist? Nobody knows. No seriously, what is his purpose in the group?

Creature Statistics

Blackguard (Sigdrri)

Medium humanoid (aasimar), neutral

Armor Class 18 (plate armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest).

The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Young Remorhaz (Stygian Frost Worm)

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

Stygian Frost Worm

A stygian frost worm uses the **young remorhaz** stat block with the following changes:

- **Heated Body.** Instead of dealing fire damage, it deals cold damage instead.
- **Bite Attack.** Instead of dealing additional fire damage, it deals cold damage instead.

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 devil'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.

Reaction

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.

War Priest (K'thak'lak)

Medium humanoid (sahuagin), chaotic evil

Armor Class 18 (plate armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages Sahuagin, Infernal

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

Actions

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Reaction

Guided Strike (Recharges after a Short or Long Rest).

The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

Veteran

Medium humanoid (sahuagin), chaotic evil

Armor Class 17 (splint armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Sahuagin

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Crawling Claw

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (0 or 10 XP)

Turn Immunity. The claw is immune to effects that turn undead.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice)

Barbed Devil (Junjun)

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 attacks 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:* 8 (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, reach 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.

Assassin (Kohr)

Medium Humanoid (tiefling), chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8 +24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant, Common, and Infernal

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Ice Devil (R'rap)

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

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

Damage Immunities fire, poison, cold

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 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 spear and one with its tail.

Ice Spear. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage

on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Imp (Shoon)

Tiny fiend (devil), 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.

Erinyes

Medium fiend (devil), lawful evil

Armor Class 18 (plate armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

Actions

Multiattack. The Erinyes makes three attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

Reaction

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

Tarrasque (Sekolah)

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages -

Challenge 30 (155,000 XP)

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

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

Reflective Carapace. Any time the tarrasque is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Actions

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The tarrasque regains spent legendary actions at the start of its turn.

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

Sekolah, the Shark-Father

Sekolah is a great white shark that uses the **tarrasque** stat block with the following changes:

- **Speed.** Sekolah has 60 ft. swim speed.
- **Claw Attack.** Instead of claw attack, it is called Fin Attack.

Appendix 1: The Cold Contract (Bonus Objective A)

Appendix 1: The Cold Contract (Bonus Objective A)

Estimated Duration: 1 hour 0 minutes

Northsong Tower

Within Tantlin is a normal ice tower, almost the same as every other tower in the city. Only this one, has been neglected for centuries.

Bonus Objective A

Getting inside the tower and learning about the infernal contract of the Northsong clan is **Bonus Objective A**.

Area Information

This area has the following features:

Dimensions & Terrain. The tower is located at the upper part of the city, near the tip of the iceberg. The structure itself is purely made out of ice, shaped like a tower with four sides. The tower is 120 ft. tall and each side is 60 ft. wide. It has no windows and one side has a set of thick metal double doors, 10 ft. wide and 30 ft. high.

Weather and Lighting. Daylight is still present.

Smell and Sounds. Characters can smell the rust as they get closer to the door. Any character who makes a successful **DC 15 Wisdom (Perception) check** can hear scratching noise inside the tower.

The Rusty Doors. The metal doors of the tower have two pull rings in the middle. There is also a horizontal peephole around 6 inches long and 1/8 inches wide on the right door. Below the peephole is a 1 ft. square silver plate vertically attached to the door. Any character who looks into the peephole gets their head stuck on the door. Metal bands made out of silver stretches out from the rusty door and wraps itself around the character's head, keeping it still with their eyes still facing the peephole.

Instructions written in tiny infernal script can be seen inside the peephole that reads:

"Use your finger and create the following pattern on the silver plate without going over any of the lines you make. You have __ seconds."

After reading the message, two needles in the peephole inches forward, piercing both of your eyes once the timer hits zero!

Peephole Head Lock Trap

Simple Trap (Level 5-10, deadly threat)

Trigger. An adventurer's head is placed right in front of the peephole of the Northsong Tower door.

Effect. Several silver metal bands stretch out from the door and wraps itself around the head, making it unable to move.

Ask the character to roll an **Intelligence saving throw**. The timer is equal to the result of the roll in seconds.

Instructions in Infernal will appear in the peephole on how to disable the trap together with a symbol (See **Appendix 6**) and a timer. The character whose head is stuck on the door must draw the symbol on the silver square plate attached to the same door using their finger. The symbol must be drawn without making any of the lines go over another. You can give the player a pen and paper where he can draw the symbol.

Failing to draw the symbol without going over any of the lines when the timer ends in **real time** will result to two needles inside the peephole to spring forward and pierce the eyes of the characters, dealing 10d10 piercing damage and subjected to the blinded condition until a *lesser restoration* or similar spell/effect is received by the character.

The metal bands retract and will free the character's head once the timer hits zero. If the character is successful in drawing the symbol, the needles will not spring forward.

The trap resets when the head moves away from the peephole.

Countermeasure. The trap can also be disabled with a **DC 20 Dexterity ability check** using thieves' tools. A character can also place some sort of eye protection that will prevent the needles from piercing it.

The door opens once the trap has been disabled.

Area A. First Floor

A blue ice crystal attached to the ceiling produces enough light in the room, revealing what looks like a bas-relief of human hands covering the walls, ceiling, and even the floor. Upon closer look, a hand twitches and moves, followed by another, and then another. These undead hands crawl around the room like cockroaches. With some of them jumping on your body but never harming you.

This area has the following features:

Dimensions & Terrain. Thick walls covered in dust. The ceiling is 30 ft. high. Another set of double doors similar to the one where the characters entered can be seen on the northern side. The doors lead to a 10 ft. wide stairs going to the second floor. See **Appendix 3**.

Weather and Lighting. Chilly. The ice crystal attached to the ceiling provides light throughout the whole room.

Smell and Sounds. The smell of rotting flesh is trapped in this room. The sound of nails and flesh scratching against every part of the room is amplified by every undead hand that moves around.

North Iron Doors. The doors have the same properties as the one at the entrance. It also has a peephole head lock trap on it that reveals a different symbol when somebody looks through it. See **Appendix 6**. The door opens once the trap has been disabled.

Creature Information

There are 30 **crawling claws** in this room. They do not attack the characters. At most, they annoy the characters by jumping on them and moving around as if they are looking for something. If a crawling claw is attacked and survives, they ignore their attacker.

Objective. As soon as the door on the north opens, if there any crawling claws left alive, they will rush to the stairs and go to Area B.



Area B. Second Floor

A large icy tome resting on top of a dais can be spotted at the center of the room. To the south, a full set of armor in bluish hue is encased in a thick ice crystal.

This area has the following features:

Dimensions & Terrain. See **Appendix 4**. The ceiling is 60 ft. high.

Weather and Lighting. It feels especially cold in this room. A character who stays here gains a level of exhaustion for every hour that passes. The ice crystal with an armor inside provides light within in the room.

Smell and Sounds. Icy metallic smell and the sound of cracking ice from the tome.

The Icy Tome. The reason this tower was built is to protect and store this single tome. The tome contains an infernal contract for the Northsong clan. It contains their history and an incomplete

deal. It also contains instructions on how the contract can be destroyed.

Ice Crystal. This translucent ice crystal contains a magical scale armor with helm included. Whenever the crystal takes damage, small cracks appear on it before it reforms almost immediately. If a character can successfully transfer a copy of the infernal contract on the scale armor, the crystal melts.

Creature Information

If there are any **crawling claws** left alive in Area A, they go to this room immediately once the door opens.

Objective: The crawling hands will go straight to the tome and spend their actions ripping its pages until nothing is left. Have the players roll initiative. If the crawling claws successfully rips pages of the tome for 4 rounds, the tome is destroyed and will reform again after 100 years. If this happens, this bonus objective is considered a failure. The crawling claws will never attack the adventurers.

For every round a crawling claw(s) gets close to the tome and spends an action ripping pages, leave out one of the bullet points in the **Giant Icy Tome** section.

Giant Icy Tome

This frozen tome is almost 5 ft. long and 3 ft. wide. The cover is made out of ice that repeatedly cracks and reforms by itself. Opening the tome reveals Infernal script written in magical blue ink. A character who successfully makes a **DC 18 Intelligence (Arcana) ability check** can channel the weave into the tome and transform the script to any language the character desires. A success will also reveal that the tome is an infernal contract and to void such a contract, the tome must receive a drop of blood from the current lord of Stygia.

The Icy Tome reveals the following information:

- More than a thousand year has passed, there was a small human clan at the Ice Spire mountains called the Northsong clan, led by the village champion Amilaya Northsong.



- Food is scarce in the Ice Spire mountains and when the monstrosities arrived, they had no chance of competing with these creatures to hunt for food.
- Months passed and the people started dying from starvation one after the other.
- Desperate to survive, Amilaya Northsong made a deal with a devil. A powerful devil whose name is not in the tome, but it does say that it resides in Nessus, the ninth and final layer of the Nine Hells.
- Amilaya requested for tools and power that can slay the monstrosities within their area.

- Amilaya and her clan received magical powers and the knowledge to create weapons that can manipulate ice. The deal will make every generation of Northsong stronger and more powerful when it comes to ice magic. Until the 10th generation. The 10th generation of the Northsong clan will be the last and Amilaya's descendant, a child born with natural blue hair, will become the most powerful of them all. When Amilaya's descendant dies, that person's soul is bound to go to the Nine Hells and become the next ruler of Stygia, the Fifth.
- That person is Rem Northsong and until now her soul has not been found and brought to the Nine Hells. The deal is still incomplete.

If the tome is not yet destroyed, a character can leave a drop of its blood on the icy tome. Any character who makes a successful **DC 17 Intelligence (Arcana or Investigation) ability check** knows this. Doing so will melt the ice surrounding the scale armor and a copy of the infernal contract will be embedded on it. Whoever takes the armor is tasked to find the soul of Rem Northsong and bring it back to the Nine Hells at all cost.

Who is Rem Northsong?

Rem is a member of an ancient adventuring power house group named the Five-Leaf Clover. Her body and soul have been separated. Her body became undead and reports were received that the undead body is always accompanied by a lich nobody called Rudi, the Polluted. Nobody knows where her soul is located. Feel free to check out *CCC-GSP01-02 Brotherhood* to know more about Rem Northsong, Rudi the Polluted, and the rest of the Five-Leaf Clover.

Treasure

The scale mail is actually a *smoldering armor*. See **Appendix 7** for more details.

Appendix 2: I Challenge You! (Bonus Objective B)

Appendix 2: I Challenge You! (Bonus Objective B)

Estimated Duration: 1 hour 0 minutes

Duelist's Chasm

West of Tantlin is an iceberg called Ghiskidin. Within one of its massive and jagged fissures houses a circular dueling ground for devils.

Bonus Objective A

Accepting Junjun's offer and winning in the Duelist's Chasm is **Bonus Objective B**.

Area Information

This area has the following features:

Dimensions & Terrain. Different areas within the walls of the ice fissure are carved out to look like make-shift arena seats, which are filled with devils and other planar creatures looking for a fight. At the bottom of the fissure is a circular dueling ground stained with blood. Rope ladders are available for those who cannot fly and want to access the different areas of the Duelist's Chasm.

Weather and Lighting. Daylight is present and every audience area have lit sconces.

Smell and Sounds. The stench of rotting bodies and an audience covered in filth is enough to make this fissure smell like a hill giant's outhouse. Loud cheer can always be heard whenever there is a fight, mostly yelling "Kill! Kill! Kill! Kill!" in Infernal!

Duelist's Chasm

From *Pipyap's Guide to All of the Nine Hells*, "Stygia is layered with laws and wards that protect devils from directly harming one another, but as with any law there are potential allowances, and Duelist's Chasm provides one such method. A devil can apply here for a License of Lawful Combat and challenge some other creature to appear; if accepted, the devils are permitted to duel so long as the end result is death.

Stygia only restricts devil-to-devil dueling; there is no law or ward that prevents a devil from harming a mortal and vice versa. Acquiring a license is strongly suggested by the more senior devils in the offices of Tantlin whenever possible."

Creature Information

When the characters arrive at the Duelist's Chasm, they are immediately approached by a blue-skinned **barbed devil** named Junjun. Junjun recently got promoted from an imp to a barbed devil after his accomplishments in Minauros, the 3rd layer of the Nine Hells. Characters who went through *CCC-GSP02-01 Minauros Unchained* may know Junjun.

Objective: Junjun knows he messed up. After being promoted to a barbed devil, he got greedy and wanted to get promoted again. He decided to go to Stygia and here to the Duelist Chasm, challenging its strongest fighters in the hopes of defeating them and become stronger.

Junjun quickly realized that it is an impossible task which made his barbed tail stuck between his legs and yes, it does hurt a lot. He is about to face the Corruption Brothers. A murdering trio that's been slaying devils and other creatures here in the Dueling Chasm for the past month.

Junjun wants the characters to represent him in the fight against the Corruption brothers. If the characters win, he will owe them a favor and will give him gold or food, should they need it. If the characters accept, Junjun takes them to the Duelist's Chasm to sign some paper work and immediately gets thrown in the dueling grounds.

Dueling Grounds

A circular stage three feet off the icy ground is at the heart of the Duelist's Chasm. Devils and other planar creatures from the crowd are cheering "Kill! Kill! Kill! Kill!" as you enter. On the other side of the stage an imp, an ice devil, and a tiefling in black armor chewing a sliced off devil flesh are menacingly waiting to chop your heads off.



Area Information

This area has the following features:

Dimensions & Terrain. The circular arena has a 30 ft. radius and made out of solid ice. It is elevated 3 ft. from the ground with 5 ft. wide steps on the north and south area. Surrounding the arena are at least 20 rotting bodies. Mostly skeletons with their flesh seem be sliced off.

Smell and Sounds. The smell of rotting bodies is stronger in the arena. Loud boos can be heard from the audience when the characters are announced on stage.

The Rules of Combat

The following rules apply when fighting in the Duelist's Chasm:

- A member who touches the ground outside the arena is out of combat and cannot participate anymore.
- Flying is allowed.
- All devils of the losing party are immediately sentenced to death if they are not dead yet after combat.
- Non-devils are not required to be killed during combat.

Creature Information

An **Erinyes** acts as a referee and commentator for the match. She can cast thaumaturgy at will which makes her voice three times louder for everyone to hear.

The Erinyes introduces the characters and the Corruption Brothers before starting the fight.

Objective: The Erinyes is looking for a fair fight. All duels between devils in the Duelist's chasm must end with all the devil(s) on one side dying.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group:

- **Weak:** R'rap the **ice devil** only makes one ice spear attack per turn.
- **Strong:** R'rap the **ice devil** starts with 266 hp and Shawn the **imp** is invisible at the start of combat.

Junjun stays at the back and doesn't fight. He does his best to deceive the crowd by bragging that his enemies are not worthy enough for him to move a finger. Puny mortals like the adventurers are enough to end the winning streak of the Corruption Brothers. In truth, he is terrified of the current situation, and wishes for the characters to win.

The Corruption Brothers have three members. First is R'rap, who is an **ice devil** who likes to slow down his nearby enemies with his spear whenever possible during combat. He will use Wall of Ice to corner a character or prevent himself from falling in the arena. Shoon is an **imp** who will go straight for Junjun and try to kill him as soon as possible. Kohr the tiefling

assassin will go for whoever is currently being targeted by R'rap.

At the start of combat and every round after, the characters can roll for the following ability check for free at the start of their turn:

DC 18 Wisdom (Insight) check: On a success, the character realizes that Kohr is not a really a devil. He seems to have been brain-washed and mindlessly follows R'rap and Shoon's orders.

DC 20 Intelligence (Investigation or Medicine) check: Kohr's tiefling skin is wrinkled and his legs have mutated most likely due to him consuming large amount of devil flesh.

DC 15 Wisdom (Perception) check: There is a white insignia on the pommel of Kohr's sword: crossed swords with a polyhedron-shape-like icon above.

DC 20 Intelligence (History) check: Roll on this only if the character is aware of the insignia on the sword. On a success, it can be identified that Kohr is a member of a pseudo-famous, not-important, not-special, adventuring group called the Greasy Snitches.

DC 23 Charisma (Persuasion, Intimidation, or Deception) check: On a success, a character can convince Kohr to fight on their side and help defeat the ice devil and imp. The DC is reduced by 2 for every successful ability check the party has made before this one.

Who are the Greasy Snitches?

One of the adventuring groups who became pseudo-famous after reclaiming the ancient town of Phlan from an evil dragon overlord named Vorgansharax. It is said that the group has stopped taking on quests by themselves: they have taken the back seat and uses their connections within the great factions to recruit other adventurers and do their work. They earn coin without risking their lives.

Kohr is a member of the Greasy Snitches, however, he's been missing for a long time now and is presumed dead.

Development

After defeating the Corruption Brothers and keeping Junjun alive, the Erinyes will execute any enemy devils that are still alive.

Junjun is ecstatic for his promotion and provides the characters their reward. Junjun definitely owes them one which might definitely become useful in the future.

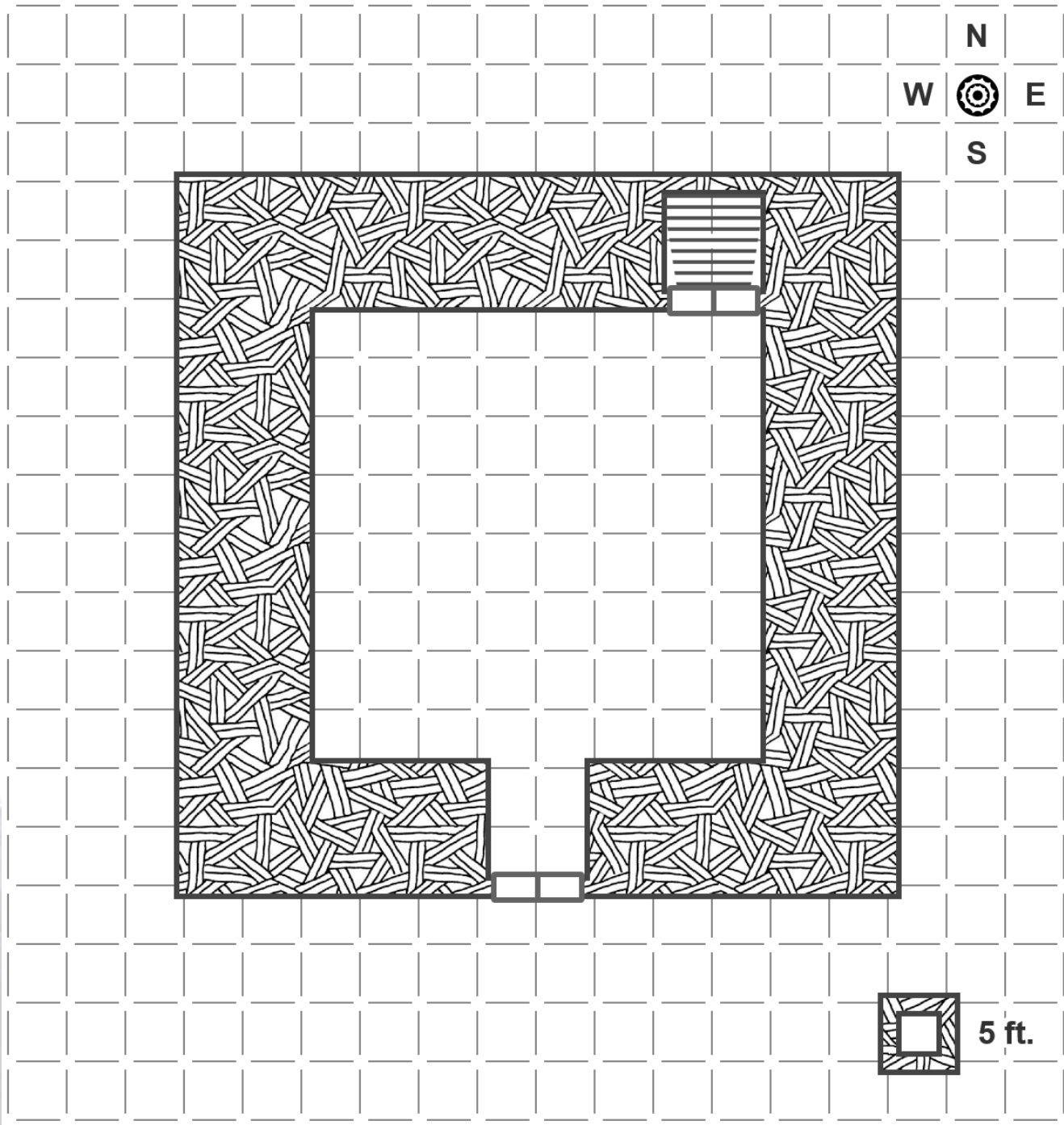
If Kohr joins the characters' side, a **DC 15 Intelligence (Investigation or Medicine) check** will reveal that a *greater restoration* spell can remove his devilish mutation. If the mutation is removed, Kohr turns back into a young and tall red-skinned tiefling with amber eyes. His right horn returns to its shattered state as well. He will join the party if asked. He has no memory of his past or of how he ended up in the Nine Hells. He only remembers his name. Whenever a character interacts with Kohr, he either replies with a "hmm", "grph", "huh", or any one-word sentence.

At the end of the adventure or when Kohr leaves the party, he will turn his head a bit while his back is facing the adventurers before saying "thanks", and then walks away.

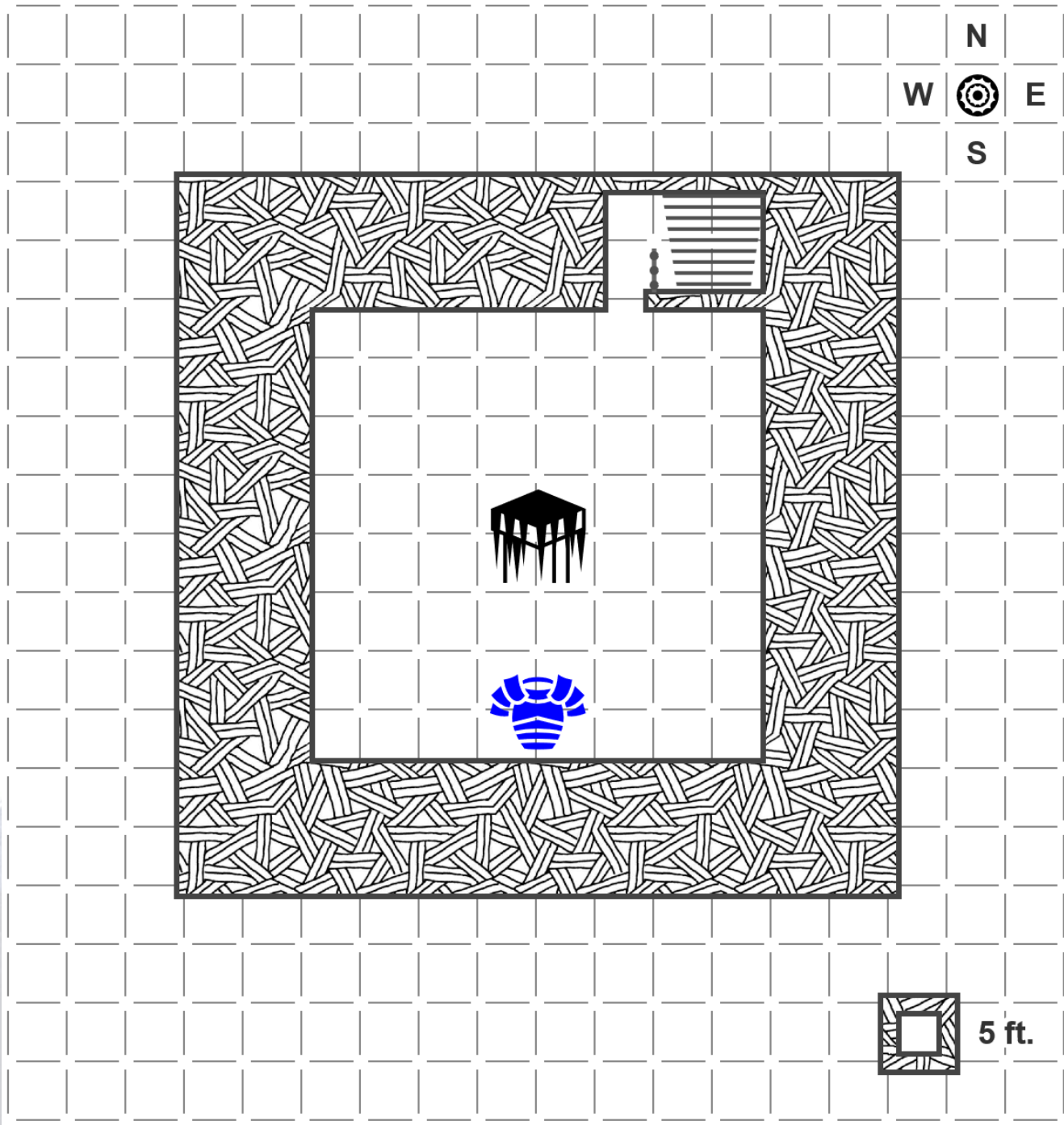
Treasure

The characters receive gold and/or 500 pounds of raw, fresh meat depending on their deal with Junjun. You can check the **Rewards** section on how much gold you can give to each character.

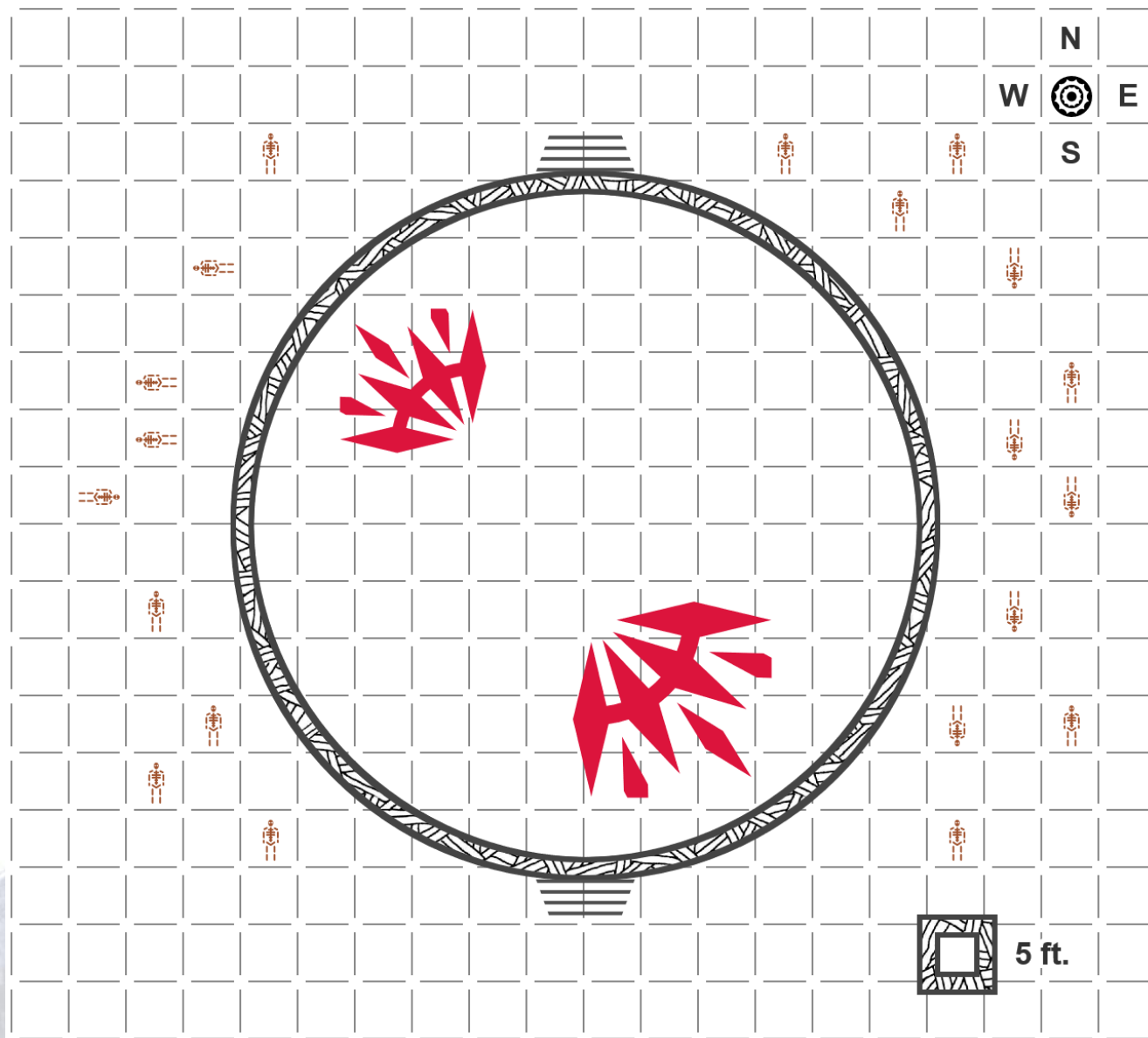
Appendix 3: Northsong Tower, 1st Floor



Appendix 4: Northsong Tower, 2nd Floor

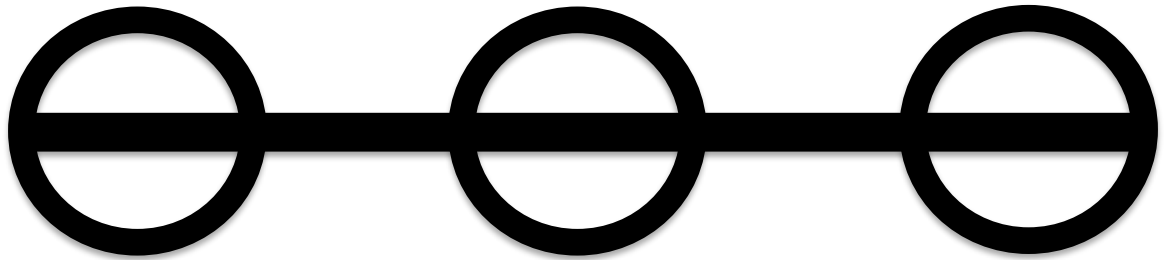


Appendix 5: Dueling Grounds

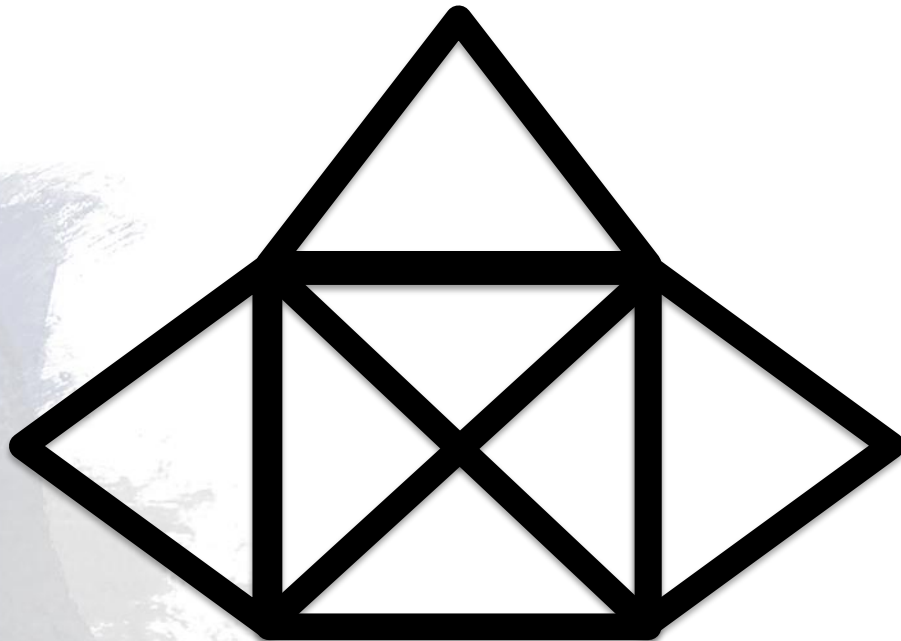


Appendix 6: Peephole Head Lock Trap Symbols

Main Door Symbol



Doors to Second Floor Stairs Symbol



Appendix 7: The Tale of Bulkawa, the Guardian Snake

If the characters ask about Bulkawa's history and how he ended up in the Nine Hells, he gives the following information.

- Centuries ago, the solar of Kelemvor, Rizgrim was tasked to become a guardian of a human who can potentially become the greatest champion of Kelemvor, the god of the dead, in the Material Plane.
- Rizgrim did her job well and became close with this human. They protected the northern region of the Sword Coast from monstrosities and eventually joined an adventuring group called the Five-Leaf Clover.
- The group eventually went on their separate ways and years later the human grew old. Rizgrim was always at the side of this human, however the human desired someone else, a halfling spellcaster who started to dabble in the school of necromancy. Rizgrim was ready to smite the halfling for disrespecting the dead and in turn, disrespecting Kelemvor itself.
- However, at the human's final moments, she requested for Rizgrim not to harm the halfling. A reluctant promise was made and this made Rizgrim betray the mandate of Kelemvor. She has allowed a defiler of the dead to continue to walk the Material Plane while she does nothing.
- This made Rizgrim fall and banished from the Fugue Plane, where her god currently resides.
- At the death of her human friend, she was unable to guide her spirit to the afterlife because she has become a fallen. Also, the halfling spellcaster has turned her human friend's corpse into an undead and trapped her soul in an unknown location instead.
- Committed to keep her promise to the human, Rizgrim was unable to do anything. She viewed herself as a failure and drowned herself in sadness. She stayed still and cried for 1,035 days in the Quivering Forest within the Moonsea region.
- Until one day a constrictor snake visited her. The benevolent snake, who is unable to talk,

kept Rizgrim company until she was done grieving.

- The snake brought her small dead animals and fruits for food even though Rizgrim didn't eat it for the first few months.
- During cold weather, the snake would wrap itself around Rizgrim's still body, attempting to keep her warm.
- The snake also kept the fallen solar safe from other predators and evil humanoids who have discovered them.
- The snake would hiss every night as if telling a story under the moonlight to keep Rizgrim entertained and most importantly, feel that she is not alone.
- Years passed, Rizgrim started to appreciate the snake's actions. She questioned how someone who is wingless, no arms, no legs, and a creature who cannot speak, perform good deeds on a daily basis to a stranger without asking for anything in return.
- Through telepathy, Rizgrim found out that the snake's intentions are pure. The snake's goal is simple, to defeat the sadness and loneliness that's been keeping the solar down.
- Through the actions of the snake, Rizgrim realized that she can do more. She can try again. She will keep her promise to her human friend and at the same time, find alternative ways to gain Kelemvor's forgiveness. The snake single-handedly saved the solar's life.
- The snake was named Bulkawa by Rizgrim and together they went on different adventures. She made him a second-generation member of the Five-Leaf Clover and was often called the guardian snake.
- Bulkawa is an ordinary constrictor snake who usually just hangs around the silhouette of the solar whenever they go on adventures. Over time, the snake's exposure to the divine being made his scales metallic like copper with lightning crawling out of his eyes whenever he is protecting someone.

- When Bulkawa died of old age it was peaceful. He was buried at the Quivering Forest by Rizgrim and some of the friends they met along the way.
- Since Rizgrim was still a fallen angel during Bulkawa's death, she was unable to guide him in the afterlife.
- The divine aura that latched onto his soul has attracted the devils of the Nine Hells while he was lost in the Astral Plane. He was captured and experimented on by the minions of the archdevil Mammon during the initial stage of the soul coin project.
- The rest of the story is told in **Part 2** of this adventure.

Unless a character makes a successful **DC 21 Charisma (Persuasion) ability check**, Bulkawa will not reveal that the human Rizgrim made a promise with was Rem Northsong and the halfling spellcaster is Rudi Rustypipe who is also known now as the lich Rudi, the Polluted.

The Five-Leaf Clover

A group of adventurers from around 800 years ago, the members of this group are rumored to be powerful beings disguised as normal humanoids. The founding members love the thrill of adventure and overcoming quests within the limits of their humanoid forms. A member can usually be identified having a black tattoo of a five-leaf clover at the back of their right hand. Throughout the years, more members have joined the group.

Founding Members: Ragvala the Coinmaker, Rokstasha the Death Bard, Rizgrim the Archpriest of Kelemvor, Rem the Hero of the North, and Rudi the Polluted.

Players can know more about them by playing the following adventures:

CCC-GSP01-01 A Dragon's Breath

CCC-GSP01-02 Brotherhood

CCC-GSP01-03 Tainted Love

Who is Kelemvor?

The god of death and the dead. Kelemvor believes that death is a natural part of life and living beings should not be afraid of it, they just have to understand its purpose. He was a human fighter named Kelemvor Lyonsbane before he ascended to godhood. His symbol is a skeletal arm holding up scales in balance.

Appendix 8: Character Rewards

Characters completing this adventure's objective unlock these magic items.

Stygian Scale Mail (Smoldering Armor)

Armor (scale mail), common

Wisps of harmless, odorless smoke rise from this armor while it is worn.

This light blue, ice like armor with closed helm included is light but durable. When exposed to the air, the humidity around the armor condenses into tiny droplets, becoming visible wisps of mist-like vapor.

A copy of the Nightsong Clan's infernal contract is engraved all over the armor, reminding its wearer to search for the soul of Rem Nightsong and bring it to the Nine Hells.

This item can be found on the Common Magic Item Table in *Xanathar's Guide to Everything*.

Bulkawa's Benevolence (Staff of the Python)

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake (see the *Monster Manual* for statistics) under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to

staff form before losing all its hit points, it regains all of them.

The body of the staff is made out of wood from a narra tree. The curved head is shaped like a snake made out of copper. The staff is a symbol of Bulkawa's kindness and its effort to make sure that you will never face the challenges life throws at you alone.

Bulkawa, the giant constrictor snake summoned has copper scales and eyes filled with blue light. A black tattoo of a five-leaf clover can be seen near its tail.

Potion of Healing

Potion, common

You regain 2d4+2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Appendix 9: Story Awards

During this adventure, the characters may earn the following story awards.

Banned: Stygia

The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this layer of the Nine Hells to you. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia.

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?

<https://dnd.wizards.com/dndlive2019>

<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 Wisdom (Perception), and anything specified as notable by the adventure (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 advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and

your information is 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	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

Appendix 11: Greasy Snitches About Us

Who We Are in the Real World?

We are a group of nerds based in the Philippines who love playing Dungeons & Dragons, specifically D&D Adventurers League. We recently sold our souls and swore eternal servitude to a mysterious benefactor, and long story short, we are now tasked to bring all adventurers together. We do so by creating events where we promote fun and friendship through adventures of all kinds. (TL;DR: we run tabletop RPG events!)

How to Reach Us?

Find out what we're up to by following us on social media, or contact us for any collaborations you might want to do. You can check the links below.

Website: www.greasysnitches.com

Facebook: fb.com/greasysnitchespresents

Instagram: [@GreasySnitchesPresents](https://www.instagram.com/GreasySnitchesPresents)

Twitter: [@GreasySnitches](https://twitter.com/GreasySnitches)

Email: Inquiries@GreasySnitches.com

Email: GreasySnitches@gmail.com

How to Reach Us?

Feel free to follow our authors in Twitter:

Paul Gabat - [@DMPaulG](https://twitter.com/DMPaulG)

Lanz Frago - [@glittersnicket](https://twitter.com/glittersnicket)

Niccolo Estrella - [@Niccoloestrella](https://twitter.com/Niccoloestrella)

Nicholas Noel Cavada-Guillermo - [@NDbarbarian](https://twitter.com/NDbarbarian)

Mikel Alexander Barrenechea - [@MundaneArcane](https://twitter.com/MundaneArcane)

Kristoff Alejo - [@Fudgetop](https://twitter.com/Fudgetop)

Ramon Macutay - [@gmtristan](https://twitter.com/gmtristan)

Greasy Snitches Adventures

Did you enjoy this adventure? Then you might like other Greasy Snitches adventures we have available! Feel free to check them out at DMsGuild.com:

- **CCC-GSP01-01 A Dragon's Breath** by Paul Gabat
- **CCC-GSP01-02 Brotherhood** by Paul Gabat
- **CCC-GSP01-03 Tainted Love** by Paul Gabat
- **CCC-GSP02-01 Minauros Unchained** by Paul Gabat
- **CCC-GSP02-02 Stygia Untamed** by Paul Gabat
- **CCC-GSP-PHIL01-02 The Murmuring Hollow of the Flooded Forest** by Lanz Frago
- **CCC-GSP-PHIL01-03 The Whispering Shadows of the Eldest Ruins** by Niccolo Estrella
- **CCC-GSP-FEAR01-01 Beneath the Bleeding Tree** by Kristoff Alejo
- **CCC-GSP-NTHR01-01 A Night of Sorrows** by Mikel Alexander Barrenechea
- **CCC-GSP-OOZE01-01 Oozing Hunger** by Nicholas Noel Cavada-Guillermo
- **CCC-GSP-MON01-01 Shadows of Despair** by Ramon Macutay