

SEINOC'S SNARLED SPHERE



A dangerous adventure inside a magical artefact in this supplement for the
world's greatest roleplaying game
and
Weird Stuff I Found In the Planar Vortex

SEINOC'S SNARLED SPHERE



FOREWORD

Well, I've only gone and done it. This is hands down my most sinister, devious, and downright evil creation to date. Which, given I created the town of *Cravenhal*, a place so downtrodden it's comical, I found that surprising. This is a player killer, straight up. I'd like to think it's more forgiving than *Tomb of Horrors* but that's hard to say!

I should say though, none of this would be possible without Isaac May. If he didn't give me the chance to work on a supplemental dungeon to *Weird Stuff I Found In the Planar Vortex* (which you should totally go buy 20 copies of right now) this product wouldn't even exist. He put up with my constant messages and messy drafts and was a joy to work with!

All in all, if you are reading this, thank you! Any eyes looking at this document mean the hours spent creating it weren't only for the pure enjoyment of making it! The only thing left to say, is that we hope that you (and your players!) enjoy this supplement and try your best not to die...

Seinoc's Snarled Sphere

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INTRODUCTION

WELCOME TO SEINOC'S SNARLED SPHERE. This book contains the ever-changing dungeon contained inside a magical artefact. It promises a torturous difficult experience, it will test your players, and more than likely kill a good few of them. But what treasures lie at the far end of the dungeon? If there even is one. This adventure promises something for the hardcore players, something to test their dungeon delving abilities.

Any given artefact of power is likely known by many people, if not those hoping to keep it from harm then certainly by those who would do harm while wielding it. Here are just some of the rumours that may have begun to circulate, surrounding **Seinoc's Snarled Sphere**:

- Bands of renowned adventurers are scouring the land for a rumoured dungeon said to designed to be maliciously deadly, the treasure inside must be worth it. Right?
- A well known half-orc builder hasn't been seen in years, perhaps working on some big project.
- There is a general growing concern of more devils stepping into the material plane, trying to collect as many souls however they can.
- A string of dungeons have been discovered to be linked. All sharing the same designer.

This devious artefact and the diabolical dungeon within are now in your hands. Every chamber inside is likely to bring about pain and destruction to the adventurers dwelling inside. The best piece of advice we can give is the classic; enjoy, and remember to keep a few spare character sheets handy.

This book was made to be supplemental to the fantastic product *Weird Stuff I Found In the Planar Vortex* by Isaac May, if you have not purchased it yet. Seinoc's Snarled Sphere is one of the many fantastic items found inside.

USING THIS BOOK

Seinoc's Snarled Sphere is a single dungeon delving adventure that exists inside an artefact. This introductory chapter provides the lore, important characters, as well as instructions for placing this adventure within your campaign. If characters can manage to survive the dungeon, they can find themselves as the new owner of a personal demi-plane.

This adventure is inspired by *Tomb of Horrors*, designed for a party of 14th-level. They will be tested, stumbling into horrifying monsters and even worse traps. Consider this one of the many warnings before running this adventure!

WEIRD STUFF I FOUND IN THE PLANAR VORTEX

As mentioned previously, this product is supplemental to *Weird Stuff I Found In the Planar Vortex* as to expand one of the many items found within. Some of the magical items referred to inside can be discovered within that book, but this book was also designed to be a stand-alone product. While it is not required, it is highly recommended to pick up a copy to make use of the fantastical items within.

ABOUT THE ADVENTURE

The characters will find themselves inside *The Snarl*, a demi-plane containing one of the most sinister and deadliest dungeons ever created. Not only are the characters dealing with the traps and monsters that roam the halls, but the creator Seinoc dwells within as the unyielding mastermind.

The Snarl is a one-shot length dungeon tailored for a group of four to five 14th-level player characters. This is a classic deadly dungeon delving experience, with monsters, traps, secrets, and puzzles.

As always, to run this adventure it is recommended to have the D&D fifth edition core rule books: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. Any mention of a creature with its name in **bold** it is recommended to look up the corresponding creature's stat block either in the *Monster Manual* or appendix B.

Text that appears within a box like this, is intended to be read aloud or paraphrased for the players when their characters first arrive at a location. It can describe the contents of a room or an event.

The same for any magical items, which can be found within the *Dungeon Master's Guide* unless specified otherwise. One example would be the **Necklace of Pain** (see appendix A), where you can find all the needed information regarding the magical item.

Much like the other box, text within this format is also intended to be read aloud or summarised. This typically contains quotes from a non-player character or writing.

One recommendation is to read through the adventure and familiarise yourself with the chambers before playing, making notes of key information or summarising events. The adventure have been laid out for ease of use, so prepare for your session however you see fit!

LORE

Seinoc prides himself on the many dungeons he's engineered. He's created vaults for cities, tombs for royalty, and dungeons to hide away powerful artefacts. Seinoc started off with good intentions as most creators do, but over time the lack of challenge grated at him.

The *real* challenge always came from the darkest of deals, clients who would never meet with him and ask for contraptions of devious designs. Seinoc thrived. Each trap grew more sinister as his skills increased. Until finally, he completed the design of what would be his finest creation.

It wasn't commissioned, it was Seinoc's personal project titled "*The Snarl*", because any notoriously dangerous dungeon would only attract bold adventurers. The design was costly and despite his best efforts Seinoc could not raise the funds. He went to several different people with his idea, but none were able to grant his wish. He stopped looking to people to fund his endeavours and instead found someone (or well *something*) who would help him for a price.

Seinoc's deal with the devil Baarilek was made quickly and without much thought. The devil promised to immortalise Seinoc's dungeon if he could trap 1000 souls within the dungeon. He reluctantly agreed and became a Warlock in the service of this devil. After years of work, all 1000 bodies lay rotting in the halls of the Snarl. Baarilek granted him his wish shrinking the dungeon down and placing it within a sphere, afterwards Seinoc was eternally bound to his creation.

IMPORTANT CHARACTERS

In this adventure characters venture inside the depths of the Snarl where friendly faces are few and far between, there are however the two core antagonists that the player's may come across.

SEINOC

Seinoc's descent into serving a fiend patron was gradual, even now he doesn't see his actions as evil. They were necessary, for the craft! What are adventurers without a dungeon to delve into? Nothing. Seinoc was single-handedly creating heroes, and if they died inside one of his chambers then they simply weren't prepared. With a fiend as a patron, Seinoc had only wanted Baarilek for his resources but over time the occasional warlock spell proved useful.

When Seinoc fulfilled his debt of a 1000 souls and became master over his own demi-plane, he was beyond ecstatic. He made another pledge then and there to Baarilek, that no mortal will ever best his dungeon for no-one was worthy. If they could, then Seinoc would submit his own soul to Baarilek. A deal that the fiend happily accepted, in blood.

He has the physique of a builder, using his half-orc strength to craft large portions with his own hands. Not trusting others to do it sufficiently. However in order to create such sinister traps, chambers, and dungeons a darkly intelligent mind dwells behind Seinoc's sunken eyes. They are not the eyes of someone who is sane, quite the opposite. A crazed lunacy, a life of obsessive creation has warped him both mentally and physically. Seinoc's replaced both his arms with artificial replacements, capable of shifting into the tools he requires.

Personality Trait: Fearless. I am untouchable. My powers over my world cannot be matched.

Ideal: Mastery. My dungeon is unlike any other, but it can never be perfect.

Bond: Craft. I am defined by my craft.

Flaw: Unwavering. Those who enter my dungeon will die, if not by my ingenious traps then by my own hands.

The statistics for Seinoc can be found within appendix B.

BAARILEK THE PATIENT

As an amnizu, Baarilek has countless obligations within Avernus. While he did have quite the tactical mind, he thrived in gathering damned souls through the River Styx. Baarilek is a firm believer that all it takes is corrupt one to reap the many, it's all about personalising and crafting that perfect deal. Seinoc was a pet project for Baarilek, a slow burner of gradual nudging over the many years.

Obviously, Seinoc was just one of many pet projects and Baarilek is certainly a busy fiend. He has his role within Avernus and he plays it well, still not quite recognised by Zariel as he wishes, but Baarilek is nothing if not patient. He can wait and gather more souls, when the war comes they'll know his worth.

Physically, Baarilek is one of the slimmer examples of an amnizu. He coy-fully remarks how most of that weight was redistributed to his brain and mouth, which the latter is clearly oversized for his head. While some devils are all fire and brimstone, Baarilek takes the simple approach. He simply appears, adorned in ruby reds robes with claws tucked behind his back. Always clutching rolls of parchment, ready to finalise that deal.

Personality Trait: Sweet talker. There is no mortal who can resist my finely worded temptations.

Ideal: Aspiration. There is always another rank above me, I aspire to be towards the top.

Bond: Zariel I am bound to Zariel, I will do as she orders without question.

Flaw: Obsessive. I must oversee the thousands of strings I pull, I must.

Baarilek has the statistics of a **Amnizu**.

SEINOC'S SNARLED SPHERE

The Snarled Sphere gets its name more from the dungeon inside than physical appearance. The sphere is a dark blood red and completely smooth, looking like glass from afar and being no larger than 4 inches in diameter. Inside the outer glass, it appears that there are a series of boxes trapped within the sphere. If you were to watch the boxes, they would appear to be constantly rearranging themselves in different order while slightly changing shape.

SEINOC'S SNARLED SPHERE

Wondrous item, artefact (requires attunement)

Within the sphere is a dungeon filled with treasure, traps and horrible creatures. Touching the sphere will transport you into a demiplane of Seinoc's creation.

There are only two means of escape from the dungeon, the first is by completing the dungeon and the second is death. Death however has your soul sent to Avernus, the first layer of the nine hells.

FINDING THE SPHERE

The Snarled Sphere is a dangerous artefact, especially considering the type of dungeon contained within. As with any item of considerable power (or danger in this case) it shouldn't be thrown around carelessly (or well, maybe it could be fun). Below are just a few suggestions of how characters might encounter the sphere:

- **Planar Vortex.** Seinoc's Snarled Sphere first appeared in *Weird Stuff I Found In the Planar Vortex*, so if the characters are delving through the gaps between planes the sphere could simply be caught afloat there.
- **Powerful wizard.** Having saved the artefact from doing harm, a powerful character has discovered one of the only means of destroying the sphere is by heading inside.
- **The Arch-Villain.** Placing a portable dungeon within a sphere could certainly be useful to certain nefarious individuals as a way of dealing with pesky heroes.
- **Entertainment.** In the same way that the *Yawning Portal* has a hole to the undermountain in the middle, another tavern could host the snarled sphere as a challenge for prospective adventurers.

DESTROYING THE SPHERE

There are only three ways to destroy the Snarled Sphere:

- **The Dungeon is Bested.** When it became a demi-plane, Seinoc bound his soul in a deal that no mortal could best his creation. Because Seinoc's soul is bound to the demi-plane, it too would be taken if the dungeon is completed.
- **Seinoc wills it.** As the master of the plane, anything Seinoc wills becomes true. However, he is unlikely to ever wish to destroy his masterpiece, Seinoc would sooner die.
- **Baarilek wills it.** What sort of devil would Baarilek be if he did not put in contingency plans? His word is final. Perhaps a deal could be made with him?

Any creatures inside the sphere when it is destroyed, find themselves returned to the exact location from which they entered.

THE SNARL

THE SNARL IS A FAR FROM WELCOME PLACE. Seinoc has spent countless hours working away, designing, crafting, and testing new dungeon chamber concepts. He has considered each one better than the last but the Snarl contains them all. While he has complete control over this demi-realm, Seinoc is still bound by honour. He may not alter the design of a room while people are inside it, there is no fairness or chance is simply creating rooms of instant death. Besides Baarilek, Seinoc's patron, is the type of devil to enjoy making bets.

Thousands of souls have passed through the Snarl, but none have succeeded or escaped. This dungeon is designed to be one of death, to challenge and mould heroes of a trial by fire and brimstone. Perhaps a group will have the strength to survive, or have foolishly blundered into their own demise. Glory, ego, and dealing with a devil are all at play within... *The Snarl*

ADVENTURE SYNOPSIS

The Snarl is a dangerous dungeon delve unlike any other. Designed by a half-orc to reap the souls of all those who enter, to say it is perilous would be an understatement. Anyone who enters will be tried, tested, and torn apart.

As mentioned before, this is a tier 3 adventure, ideally for a party of 14th-level. Any adventure involving Seinoc's Snarled Sphere can be split into three main sections:

1. **Entering the Snarl.** However they manage it (willing or otherwise), the characters find themselves entering the creation of Seinoc.
2. **Surviving the Chambers.** A seemingly endless array of chambers lie before the group, each one deadly in it's own sense.
3. **Facing the Mastermind.** If lucky enough to survive the chambers, the adventurers find themselves faced with one last challenge: Seinoc, enraged by being bested.

RUNNING THE ADVENTURE

If the characters had any prior knowledge of Seinoc's Snarled Sphere then they have a very strong idea as to the challenges they face ahead. While this is a dungeon that takes inspiration from the *Tomb of Horrors*, it features a balance of combat encounters, traps, and puzzles for a little bit of every player to enjoy (or hate depending on how close to death they are). However, given the nature of the dungeon it can be specially tailored to your group as required. The *Difficulty Settings* alternate rules may assist you in this sense.

ADVENTURE START

The moment the characters enter the Snarl, they find themselves falling for an impossibly long time caught in a dark void that is blistering hot. Before suddenly finding themselves all standing up-right in the *Entrance Chamber* of the dungeon. Each character feels the heat instantly, but from the dark stone surroundings it feels as if they are deep underground.

ALTERNATE DUNGEON LOCATIONS

The introductory section gave the lore surrounding Seinoc's Snarled Sphere, however the following adventure does not have to be contained within a demi-plane or artefact. Alternatively, it could be placed within the world as an renowned dungeon. If using the *Forgotten Realms* setting, the Snarl could be located on an uncharted island, buried within a desert, or deep within a murky swamp.

THE SNARL'S SHIFTING CHAMBERS

The Snarl exists within it's own demi-plane, one that Seinoc has absolute power over. Rather than perfectly preserve a dungeon, Seinoc is obsessed with innovation meaning the chambers are often moved around. If anyone could ever see the Snarl from the outside, they see a series of boxes and cylinders dynamically move around a void reforming frequently.

Inside the Snarl, there are strict rules of how the demi-plane functions all of which Seinoc placed to ensure his dungeon is treated with the respect he believes it deserves.

SPELL RESTRICTIONS

Careful planning has gone into the design of *The Snarl*, as such Seinoc has deemed certain spells to ruin the nature of his dungeon. Certain spells have altered effects regardless of how they have been cast (including magical items, artefacts, and class abilities). The types of spells and the resulting restriction can be found below:

- **Teleportation.** Any attempt to leave the demi-plane transports the recipients to the *The Trial for a Coward*. Alternatively, teleporting into the Snarl also automatically fails.
- **Communication.** Long distance communication spells are simply foiled.
- **Transportation.** Spells that allow the user to pass through stone or shape the walls of the dungeon both fail.

RESTING

While inside the Snarl, Seinoc is keeping a constant eye on the group more to see the success or failure of his many chambers. He has waited countless days for anyone to enter his domain, which has made him impatient. The adventure is intended to be fast paced and ruthless, however there are chambers that can provide the benefits of a long rest if the characters can best the challenge.

Alternatively, each time the party attempts a long rest roll on the *Rest Encounter* table shown below. If they are taking multiple long rests, add +5 to the result. (1st rest = +5, 2nd rest = +10...)

REST ENCOUNTER TABLE

d20 + 5 per rest	Encounter
1-10	No result.
11-15	A slowly encroaching (5ft per 12 seconds) wall of flame pushes the group further, until they enter the next chamber.
16-20	A fast moving (10ft per 12 seconds) wall of flame pushes the group further, until they enter the next chamber.
21-25	1d4 (2) Orthon are sent to hunt the party.
26+	Seinoc appears to handle things himself.

DIFFICULTY SETTINGS

The Snarl is an ever shifting dungeon, as such the difficulty and adventure length can be scaled based on what the dungeon master desires. The table below has suggestions for the different levels of difficulty and the recommended number of chambers. However, as this is an incredibly dangerous dungeon easy does not mean all characters will still survive.

DIFFICULTY SETTING RECOMMENDATIONS

Difficulty	Number of Chambers	Improvement Rule Use
Easy	8 chambers.	1 improvement.
Medium	12 chambers.	2 (1d3) improvement.
Hard	15 chambers.	3 (1d4) improvements.
Deadly	All chambers.	4 (1d6) improvements.

Alternatively the difficulty can be increased by lowering the thresholds on the *Rest Encounter* table or by including the optional Constant improvements rule.

OPTIONAL: CONSTANT IMPROVEMENTS

Seinoc is obsessed with perfecting his craft of dungeon building. Each room that the characters survive is a clear failure and sign that the chamber needs vast improvement. One optional difficulty variant is to have chambers reintroduced to the group, with slight differences that may catch the characters off-guard.

One note however is that these should not just be the exact same rooms except for increased damage dice or monsters. The improvement should change the nature of the challenge, such as a different terrain for a combat encounter or a combination of two previous traps. Some rooms will have a brief suggestion for how the room could be revisited.

REPLACING DEAD CHARACTERS

If a character dies within the Snarl, there are some arcs for redemption for the recently deceased. Below are some suggestions for character hooks that can bring them back into the action if deemed appropriate:

A DEAL WITH A DEVIL

Baarilek the Patient monitors the steady flow of souls that arrive in Avernus from the Snarl, heroic adventurers cut down in their prime. He's an opportunist and given the chance, he can see the value in offering a person another chance in exchange of being in debt with the devil.

SEINOC'S CLONING CHAMBER

Adventures pass through the Snarl so infrequently, each group that ventures inside is considered a long awaited gift by Seinoc. So much so, that as each adventurer passes through he creates a clone copy. Allowing the group to continue testing his many chambers, however the clone is bound to the Snarl meaning they cannot leave and if they artefact is destroyed they too are destroyed.

This is best suited in the event of a complete team-party kill, for them all to be placed back into the dungeon weeks after the event.

NEW CHARACTER

If the player wishes for something entirely new, there are two ways in which they can find themselves with the party:

1. **New entry.** Their character touches Seinoc's Snarled Stone and is teleported into the dungeon, at which point Seinoc moves them to the party. Knowing that a group of adventurers would be a more fitting test for his chambers.

2. **Trapped from before.** As the group enters the next chamber, the new character could already be inside trying their best to survive. You can use this as an opportunity to give the new player a small explanation of what they encounter inside the new chamber and if they were travelling alone.

THE SNARL: GENERAL FEATURES

The following information describes the natural appearance of each chamber within the Snarl unless specified otherwise within the details of the area's description.

Construction. All the walls within the Snarl share the same architecture, onyx obsidian stone bricks smoothed to the point that they faintly reflect light. Each brick is 4 feet thick and perfectly straight, each carrying the marking of an anti-magic rune to remain resistant to magical attempts to damage the walls.

Archway. Connecting each chamber is an open archway filled with a scarlet mist, traversing through the mist will transport the character into the next chamber.

Ceilings. Each chamber has a domed ceiling which is 15 feet high at the edges which raises up to 30 feet within the centre. The eye stalk sits snugly in the centre, while the surrounding ceiling walls depicts a exquisite fresco that conveys information of Seinoc's history or the chamber itself.

Lighting. Throughout the chamber dark iron sconces are evenly spaced out across the walls, however the flame is magical in nature casting a scarlet light into the room.

Secret Doors. All the secret doors remain flush with the walls, with no visible seam or draft of air passing through them. However, they feel different to the touch. Requiring a successful DC 17 Wisdom (Perception) check if touching the walls to find such a door.

Eye stalks. Within each chamber without fail, there is a stone sculpture of an eye stalk that hangs from the centre of the room. Each eye stalk is a **Scrying Sentry** (see appendix B), allowing Seinoc to monitor the progress of each chamber.

RANDOMLY ENCOUNTERED ROOM

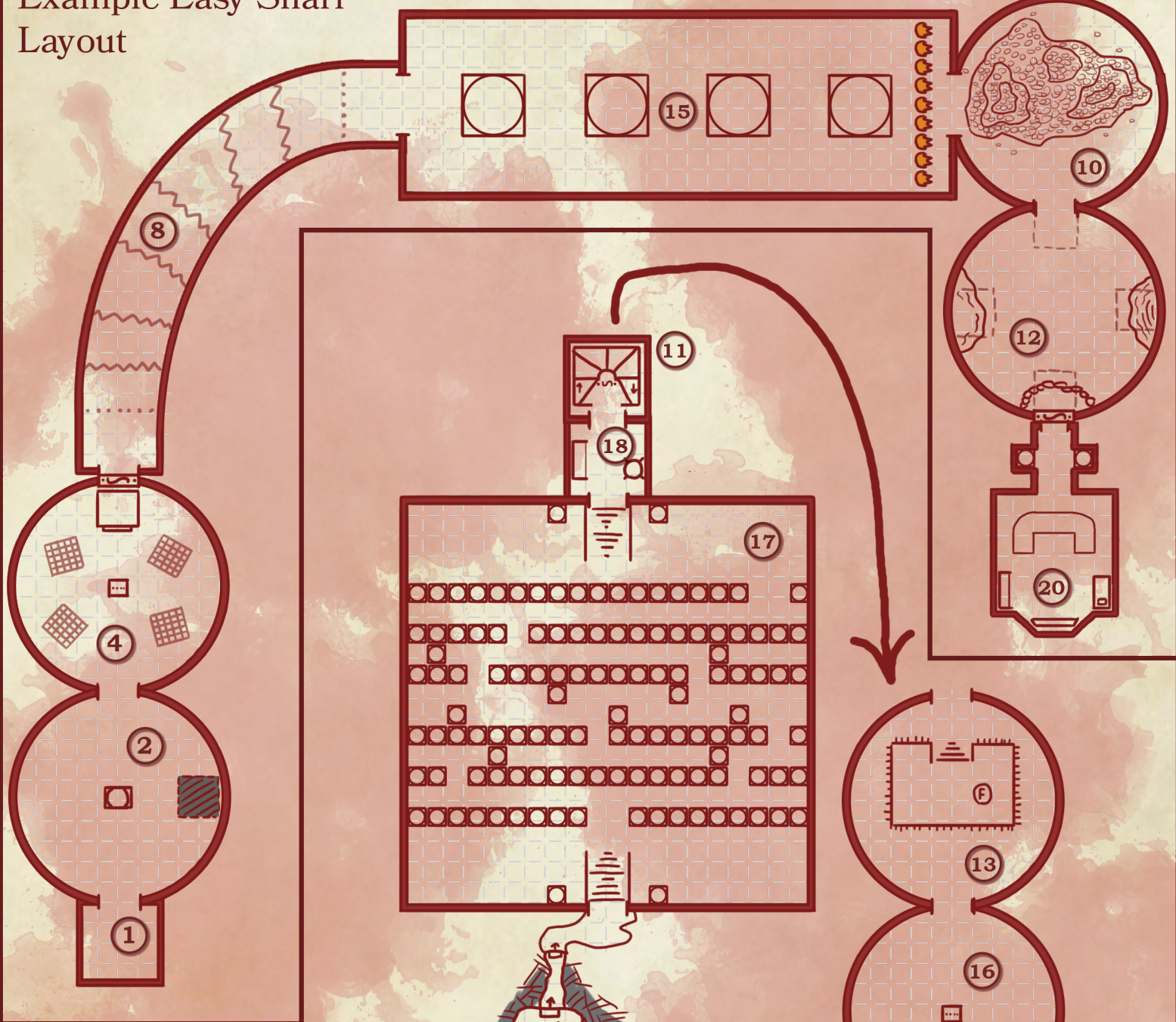
The following table is for randomly generating the layout of the Snarl. If using the *Constant Improvements* optional rule, each time the dice result in a chamber previously visited have the character's redo it with a slight change. Alternatively, remove rooms from the list and gradually lower the dice size. (E.g. with 12 rooms left use 2d6, 8 rooms 2d4, 6 rooms 1d6...)

RANDOM SNARL CHAMBER

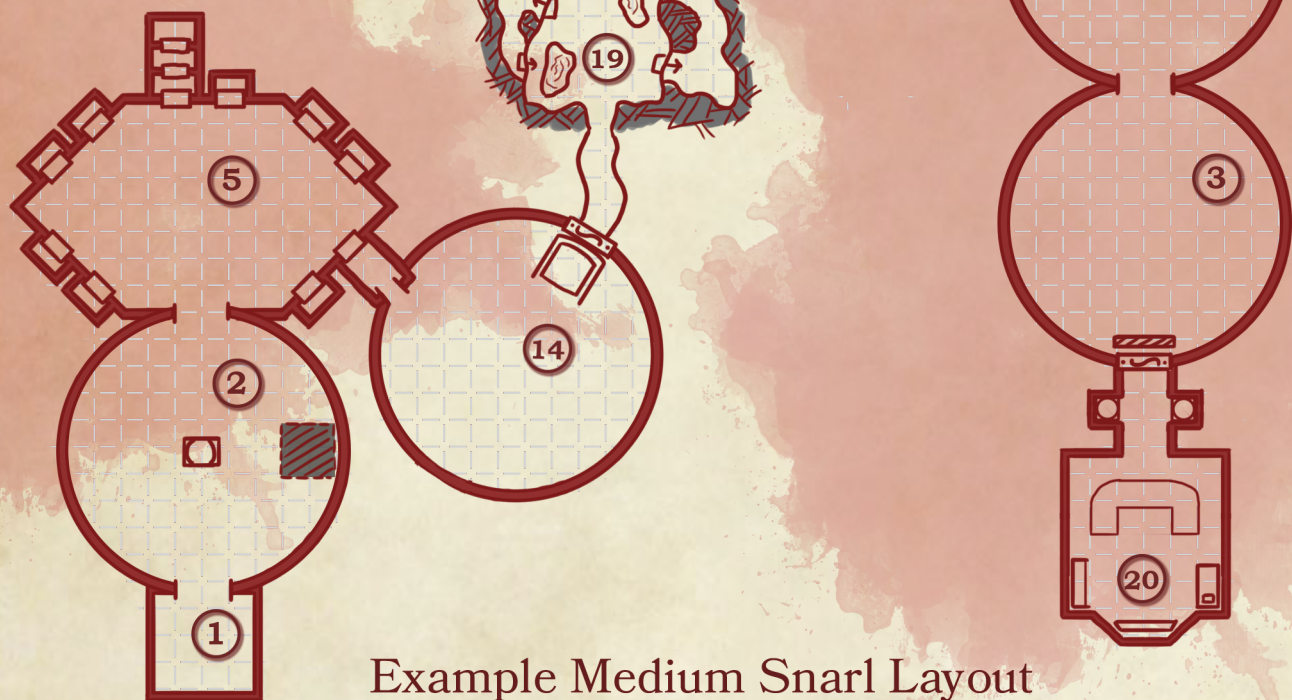
2d8 Room Encounter

- | | |
|----|------------------------------|
| 1 | 3. Our Worst Enemy |
| 2 | 4. Pains Delight |
| 3 | 5. The Room of Doors |
| 4 | 8. Invisible Blade Waltz |
| 5 | 9. Heavy is the Head |
| 6 | 10. Room of Greed |
| 7 | 11. Endless Marble Staircase |
| 8 | 12. Elemental Maelstrom. |
| 9 | 13. Concert of Lost Bards |
| 10 | 14. Chamber of Ice |
| 11 | 15. Conquest Hall |
| 12 | 16. Seinoc's Mercy |
| 13 | 17. Stone Army |
| 14 | 18. Merchant of Desires |
| 15 | 19. Inside the Beast |
| 16 | Reroll. |

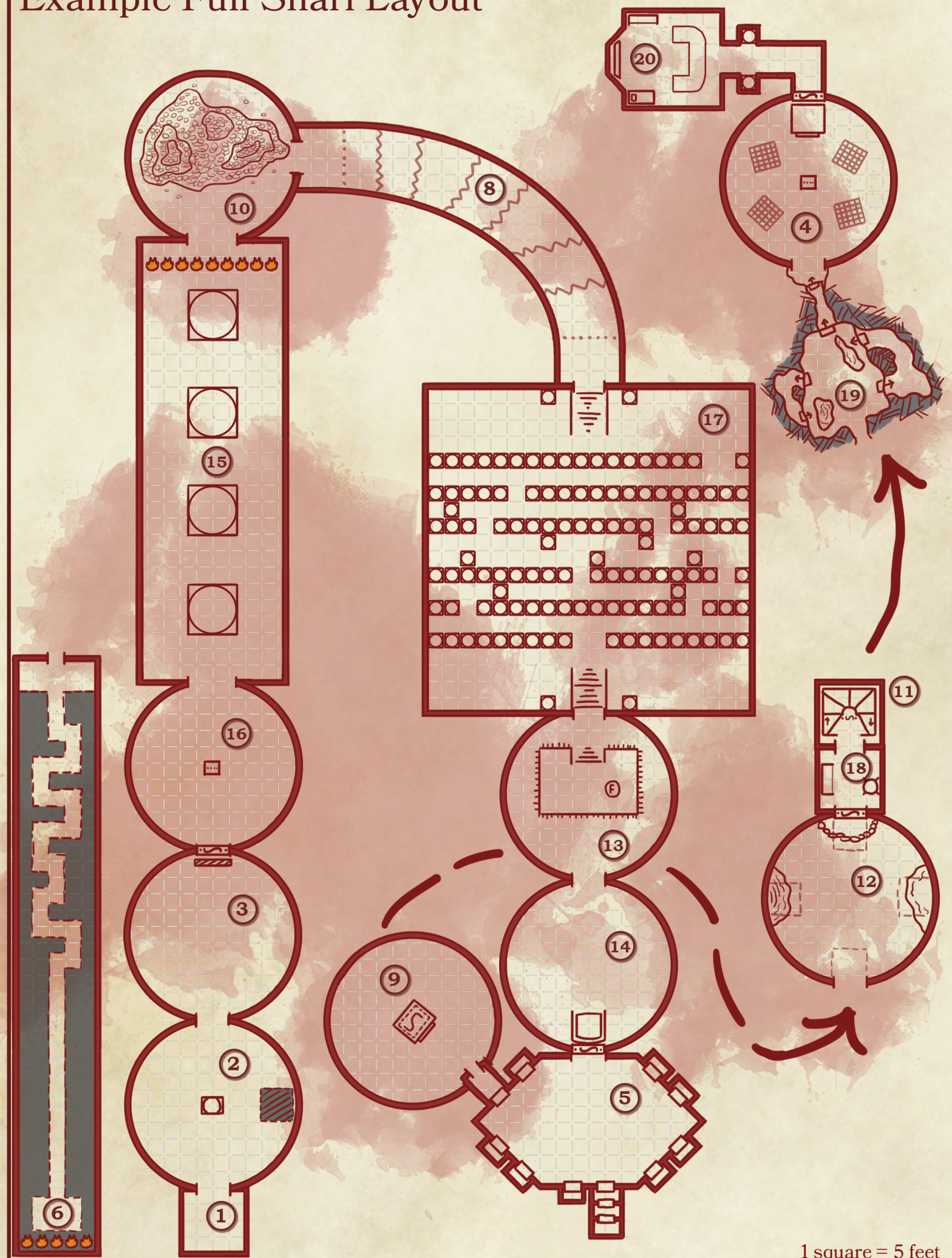
Example Easy Snarl Layout



Example Medium Snarl Layout



Example Full Snarl Layout



1 square = 5 feet

LOCATIONS IN THE SNARL

The following locations and room layouts can be seen on the Easy, Medium, and Full Snarl Layout examples available on the previous pages.

1. ENTRANCE AND THE DEAL

You find yourself in a small chamber, lit by unnatural crimson red flicking flames. Ahead is an archway, glowing lettering carved into the obsidian stone above it. The entire archway is covered in a scarlet mist.

Scarlet Mist Arch. Thick red vapours cover the entire threshold of the gateway, concealing whatever lies beyond. Nothing can cause the mist to dissipate. Anything that passes fully through the mist, is instantly teleported to the Chamber of the Lost (2).

Inscribed Warning. Above the red mist arch, inscribed in infernal into the obsidian stone that glows an ominous red text: "All who enter accept the challenge of the Snarl; failure is met with eternal damnation."

2. CHAMBER OF THE LOST

The walls around the room are coated in scripture, where parts of the text appear to be constantly changing. In the middle of this chamber is a simple leather tome, sat open atop a ash marble pedestal. A single quill lays before the book. There is an open archway on the far end of the room. On your right however, there is a circular pit that appears to descend endlessly. Infernal lettering circle the dark stone tiles surrounding the pit.

Tome of the Lost. The book contains the name of every soul that has died within the Snarl. If characters are foolish enough to write their own name within the book, they die instantly. Writing the name of someone else had no effect, and the text fades shortly after being written.

Escape Pit. Off to one side, there is a 10 feet wide pit that descends into a scarlet mist. Around the pit, encircling the opening is another inscribing in infernal that reads: *For cowards, unworthy of greatness.* If the pit is jumped into, those characters are teleported into the Trial for a Coward (6).

Archway. The open archway leads into the next chamber, whichever that may be.

3. OUR WORST ENEMY

Through the threshold of this chamber, you can see that there is only a mirror placed on the opposite side of the room. The mirror's surface appears dusty, stopping you from seeing it's reflective surface. Above the mirror is the same infernal scripture, outlining the mirror.

Infernal writing. It reads simply: "There is no enemy worse, no obstacle as unforgiving, no judgement as harsh... As the one we cast on ourselves."

Ornate Mirror. The body length mirror has rich carvings of gold leaf, however on close inspection they appear to be depicting identical looking humanoids strangling and fighting one another. If any character stares into the mirror, they would see themselves except their reflection would look to be in perfect condition. No recent wounds or appearance of being tired. A moment after, the reflection steps out of the mirror.

Creature. The creature that steps out is a perfect clone of character who stared into the mirror, having the same, stats, abilities and spells, except for these changes:

- The clone has the Chaotic Evil alignment (if they don't already).

- The clone has the appearance of having the same magical artefacts, however does not have any of the magical items.
- The clone appears at full health with all available spells and abilities.
- In combat, the clone priorities trying to harm the closest allies of who they cloned rather than the character themselves.

There can only be one clone, and it instantly attacks once stepping from the mirror. Once the clone is defeated, the mirror's glass shatters. Revealing the exit into the next chamber.

Alternate Rule: Improvements. If reusing this room, have the clone that appears as of Chaotic Good alignment. It would try to assist the group, but will likely be distrusted or attacked.

4. PAINS DELIGHT

Inside the chamber, your eyes are immediately drawn to the looming devil on the far end of the room. On a cursory glance, it appears to be stone. A brass plaque by it's feet. Hanging from the ceiling are four dark steel cages, the contents of each obscured, positioned to circle a onyx table in the centre of the room. There is a vial holder with four vials atop the table.

Thirsting Devil Statue. The fiend holds a cup with both hands, tipped towards it's open maw. Tongue outstretched as it kneels, clearly depicting thirst. Below the statue is a plaque that reads:

The devil thirsts, not for a cup nor tankard. Nothing but a life's worth. - Thirsty Devil Statue Plaque

As blood is spilt into the room, it would appear within the devil's cup. Filling up slowly until it flows into the statues mouth. Once 50 health points have been lost within the room, the devil statue animates to stand. It opens a stone door behind it, welcoming the group inside as it solidifies once more. The door leads into the next chamber.

Potion stand. On the central table, there are four potion vials. Three are *Potions of Lesser Healing* which heal for 1d4 + 1, while the fourth is a *Potion of Poison*. A *identify* spell can reveal it's true nature.

Cages. Four cages hang from the ceiling, swaying idly. Skeletons are inside three of them, curled and have been deceased for a long while.

Loomp Cradle. Loomp Cradle is secretly a **succubus** and lies within the last cage. Disguised as a female halfling, her job is to fool the group into saving her so that she can betray them for Seinoc. Her excuse is that she was an adventurer that failed besting the Snarl, getting caught in a trap and left for dead.

Alternatively, the characters may attempt to use her blood. She'll explain that she is wearing a cursed *Necklace of Pain* (see Appendix A) that makes her resistant to most form of damage (as in the succubi's natural resistances). Also pleading for the group to not cause harm to her.

5. THE ROOM OF DOORS

Rather than the smooth circular chambers, this room is hexagonal with two doors placed on every wall. The doors appear as dark ashen wood each with a ring handle that alternates on being on the left or right hand side.

False Door Trap. The trap mechanism could be difficult to notice, but those who can pass a DC 20 Wisdom (Perception) when partially opening the door can see the links to the spear trap.

When any of the incorrect doors are opened, a spear trap is revealed. Shooting out a spear that the first target in line with the door will be hit. It has a range of 60 feet, has a +11 bonus to hit,

and deals 9 (2d8) damage. After which, the door will magical close itself. If opened again, it fires another spear.

Illusion of each Door. Refer to the *Room of Doors* table to describe the nature of the door.

ROOM OF DOORS

Door	Illusion/Description
1	The door is hard to budge, requiring a successful DC 15 Strength (Athletics) check to open.
2	On this door is infernal scripture that reads: <i>This is not the way.</i>
3	Dried blood has pooled around the base of the door.
4	A sound illusion of faint screaming is placed beyond the door.
5	Behind this door is another door, behind the second door is another door and behind the third door, is the spear trap.
6	There is a gap underneath the door, where if peered through is a soft green glow.
7	The door reveals a similar red mist, stepping through it activate the spear trap and throws the character back 10 feet.
8	This door is locked, requiring a successful DC 15 Dexterity check using thieves tool. Opening the door activates the trap and the door automatically locks itself once more.
9	This is the correct door, it has a small gap at the bottom where a faint red glow can be seen.
10	The door cannot be opened normally, it must be lifted from the bottom. This activates the spear trap.

Multiple Failures. If three incorrect doors are opened, the spear trap would also release poison gas. Each door opened afterwards releases gas into the room, each creature inside the room must succeed a DC 17 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much on a successful one. The DC is further increased by +3 for each door after that. (1st door = DC 17, 2nd door = DC 20, 3rd door = DC 23..)

Alternate Rule: Improvements. If reusing this room, change the order of the doors and include some slight alterations to the illusions.

6. THE TRIAL FOR A COWARD

Landing far from softly, you stand on a thin and narrow marble platform. 5 feet across. The entire room illuminated by the monstrous wall of flame that stands behind you. Roaring. Ahead is a straight path that begins to zig zag as it approaches a circular platform at the opposite end of the chamber. There is an open archway on the far platform.

Path gaps. When the path begins to zig-zag, characters may attempt to jump over the gaps that are roughly 5 feet across. As they land on the other side, they must succeed on a DC 15 Dexterity saving throw, given the slippery nature of the marble platform.

Any character that falls off the path, will find themselves in the Graveyard of Cowards (7) after falling 50 feet taking 5d6 bludgeoning damage on the impact.

Wall of Flame. Initiated by the character's first step off the platform, the flames move at 50 feet per 6 seconds. Requiring the characters to take the dash action if they wish to get ahead. Characters within the flame must succeed a DC 15 Dexterity saving throw, taking 5d8 damage on a failed save and half as much on a success.

No-fly Zone. Any attempt to cast the *Fly* spell or fly via other means, causes the Wall of Flame to move 20 feet faster.

Safe Haven. On the far end of the chamber, there is a circular platform with an archway beyond it. The wall of flame does not go as far as this chamber. The archway leads into another chamber of the Snarl. Infernal text surrounds the entry way;

"You have passed a trial by fire. Understand, there is no escape." - Inscription for the Successful Coward

7. GRAVEYARD OF COWARDS

From the archway a mechanical stomping can be heard within, which is accompanied by the distinct smell of charred flesh. Before you in a sea of bodies, among them a 12 feet tall spiked monstrosity. Lumbering across the bodies, heaving bodies up onto the many spikes on it's back. The faint shape of another archway can be seen on the opposite side of the room.

Creature. A **Cadaver Collector** wanders the room, contently killing those which survived the fall from the Trial for a Coward (6). By this point, it's entire body is covered in bodies and weapon from the countless cowards of the dungeon.

Bodies. From the countless bodies that line the floor, most have been significantly charred or burned. It coats the floor in a thin layer of ash. Most have impacted with the ground heavily, far from a pretty sight.

Above. The room is lit from a wall of flame that exists in the top half of the chamber, which casts shadows of the platform of area 6. From floor the ceiling, the chamber is roughly 110 feet high.

Treasure. From the many bodies of adventurers some items of value or use could be salvaged. The characters can attempt to find 3 (1d4) items, using the *Dungeon Master's Guide - Magic Item Table F* to determine what they discover.

8. INVISIBLE BLADE WALTZ

The sound of blades slashing through the air echoes through this narrow and tall chamber. The walls seem to curve off to the right, stopping you from seeing what lies at the other end of this chamber.

Sound illusion. The noises of blades cutting through the air sound as if they all travel in one direction, this is a audio illusion placed in the chamber to mask the real nature of the scythes movement.

Invisible scythes. Invisible scythes are placed in an alternating pattern on both walls, each being 10 feet apart. They all move in the same pattern of moving forward 20 feet then back 10 feet. The scythes cover the entire height of the room, moving as a perfect wall of blades.

If a character is caught in the blades and cannot see the blades, they must succeed on a disadvantaged DC 16 Dexterity saving throw, taking 22 (4d10) slashing damage on a failure or half as much on a successful one.

Timing. Anyone who knows the true movement of the scythes can attempt to predict the perfect time to move, which would require a successful DC 18 Intelligence check. They could then safely move or guide others into corridor on a successful DC 15 Dexterity check.

Exit. At the far end of the 90 feet long hall is the exit that leads into the next chamber.

Alternate Rule: Improvements. If reusing this room, attempt changing the pattern that the blades move in or have illusions of visible blades to mislead the characters.

9. HEAVY IS THE HEAD

Front and centre of this chamber is a towering marble statue of a devil, arms folded across its chest. It glares down towards the entrance gateway, a golden crown sat atop its head. More concerning however, you would see the entire floor covered in bones and complete skeletons. Most appear to be curled close to the base of the statue, concealing parts of a copper plaque.

Crown of the Wise King. The crown sits on the head of devil statue, unwavering. The plaque at the base of the statue reads:

"Heavy is the head that wears the crown. But the wise king accepts that all knowledge comes with a cost." - Inscription for the Crown of the Wise King

The crown of the wise king is a cursed item, with a full description available in Appendix A. It allows the wearer to cast the *divination* spell, but after the effect they have the spell *Crown of Madness* cast on them.

Skeletons. Countless inanimate skeletons line the floor, coiled around the base of the statue. On a successful DC 15 Intelligence (Investigation) check, characters can determine that the countless bodies died from battle.

Secret exit. The exit to the chamber lies underneath the statue, which steps aside when the *Crown of the Wise King* is worn. It could be discovered if the base of the statue is investigated, requiring a successful DC 16 Intelligence (Investigation) check. Alternatively, it can be pushed aside after a successful combined DC 25 Strength (Athletics) check. Revealing a circular pit, with a red mist inside that will teleport those who enter into the next chamber.

10. ROOM OF GREED

You hear the clatter of coins before even stepping inside, before you is an almighty mound of coins. A gold hoard. It glimmers invitingly, easily 10 feet high. A cursory estimate, would be somewhere between 20 to 40 thousand coins.

Cursed gold. All the coins within the room are *Coins of Greed* (see Appendix A). After a short span of time, once taken the coins will begin to duplicate endlessly while increasing in weight. Until the character's movement speed is reduced to zero, spilling out to turn the ground into difficult terrain.

Casting the *dispel magic* (DC 14) spell would cause all the duplicates to disappear.

Exit. The exit for this chamber is simply open on the other side of the room

11. ENDLESS MARBLE STAIRCASE

Instead of a being confronted with a chamber, ahead of you is a joining onto a marble spiral staircase. It winds in both directions, the red light glimmering off the reflective floor. Ahead of you is a plaque, infernal writing upon it that surrounds a curious key-hole.

Plaque and keyhole. Opposite the archway they entered from, is a metal plaque inset into the centre stone pillar of the staircase. There is a large key-hole as part of the plaque. The plaque of infernal script reads the following:

Endless Appearance. There is no end to the staircase, magically crafted in a manner that as they climb to the very top it connects back to the bottom. After climbing or descending down 60 feet worth of steps, the entire staircase would loop.

"Climb and climb. Your only escape is within the sphere or under it." - Inscription for the Endless Staircase Plaque

Sliding Stair Trap. From where the characters join, if they climb the stairs up or down 25 feet the following step would be trapped. A successful DC 20 Wisdom (Perception) check reveals the pressure plate, while a *dispel magic* (DC 18) spell would destroy the trap.

Once triggered, all stairs of the staircase would stone shape into a slide. The marble stone would make it difficult to avoid instantly falling, however this can be countered by a successful DC 18 Dexterity saving throw. At the very top, a large boulder would be released to begin rolling down the slope.

Rolling Boulder Trap. The boulder fills the entire staircase, tumbling down with growing speed. The trap acts on the initiative count of 15, having a movement speed of 20 feet. Each creature in the boulder's path must make a DC 20 Strength saving throw. On a failed save, a creature takes 22 (4d10) bludgeoning damage and is knocked prone. On a success, the creature takes half as much and isn't knocked prone.

At the end of the sphere's turn, it increases in speed by 10 feet and damage by 11 (2d10). There are many ways to stop the sphere, such as destroying it, blocking its path, or using the *wall of force* spell to stop it instantly.

Escape. The key is located inside the boulder, which when placed within the plaque would cause a secret door to open up from the centre pillar. The dark red mist inside leads into the next chamber.

Alternate Rule: Improvements. If reusing this room, change the boulder to magically move up the slope at a fixed speed rather than down.

12. ELEMENTAL MAELSTROM

As you step into this chamber, the sounds of flowing water and lava echos across the room. Four balconies sit above you, the one to your left has the waterfall cascading below it while the one on your right is the blistering flow of magma. A series of jagged natural stone pillars connect to the balcony ahead, but there are a series of pipes that wrangles across the walls of the chamber.

Creatures. One **Air Elemental**, one **Earth Elemental**, one **Fire Elemental**, and one **Water Elemental** stand on their corresponding platforms.

Elemental Balconies. This chamber is taller than the others, above the floor is four balconies that over look the ground floor. Each balcony is distinct in shape, representing each of the four elements while providing useful to the elementals.

- **Air.** The entire balcony consists of vents and pipes, which leads to different areas of the chamber. One for each balcony, as well as some in both the ceiling and floor.
- **Earth.** This balcony is made entirely of stone, connecting from the floor to where the elemental would stand.
- **Fire.** Lava flows down from the balcony, pooling in a 10 feet pit directly below it.
- **Water.** Water flows down from the balcony, pooling in a 10 feet pit directly below it. This is directly opposite the lava.

Escape. Digging away the earthen platform would reveal the archway exit that leads into the next chamber.

13. CONCERT OF LOST BARDS

As you step through the threshold, there is a fumbling in the centre of the room as five figures get into position. Instantly the chords of music are struck, accompanied by the softest of flutes. The room is unlike any other chamber, light wood panelled walls, carpeted floor, and the lighting is natural instead of the red glow that covered everywhere else. Front and centre is a stage where the five musicians stand, playing.

Performance. The bards deliver a well performed song, the contents of which covers the dangers of the Snarl, and how doomed all who enter are. Any character who is proficient in performance, can see that while it is enjoyable the singing is coerced and lacks heart.

Creatures. The five bards, consisting of two halflings, a human, a dragonborn, and a kenku, welcome the adventurers into the room. They explain how Seinoc took pity on the bards, sparing them in exchange for the occasional song. While this is true, the bards aim to get the party to take a long rest in order to ambush and slay them. Promised to be released if they can provide Seinoc with slain adventurers.

Negotiation. Once the fight breaks out, the bards fight fiercely and with a clear desperation. They have little regard for the health of one another, focused entirely on trying to kill one adventurer. Once it becomes clear that they will die, they quickly surrender. Although, given the opportunity they would ambush the party again.

Stage Door Trap. The Bards would say the exit gateway is a trap, lying to the characters by saying the trap door on the stage is the only escape. Down the trap door is an illusory red mist, beyond that is a pit trap. Upon falling into it characters would take 22 (410) piercing damage.

Exit. Behind the stage on the other end of the room is the open gateway into the next chamber.

14. CHAMBER OF ICE

Before you is a chamber of utter darkness, a mass of thick black smoke that no matter how hard you look you cannot see through it. However, the temperature of the air has shifted drastically. The constant sweltering heat has shifted, the cold is refreshing to begin. The cold lingers fiercely, moving deep through the air and gripping your bones.

Magical Darkness. The entire room is contained within a Darkness spell, preventing creatures outside from seeing in. It can be dispelled or removed, however the darkness reappears from the **Scrying Sentry** (see Appendix B) after 30 seconds.

Creature. A lone *Ice Devil* exists within the room, sat on a frozen throne of it's own creation. Disgraced and exiled from hell, it's place in the Snarl is a form of imprisonment. It is patient, content to wait for the characters to venture inside the darkness before striking. It toys with the characters, trying to elongate the experience without endangering itself.

Icy Floor. The entire floor is coated in a thick ice making it difficult terrain. When moving onto the ice for a first time on a turn, the character must succeed a DC 10 Dexterity (Acrobatics) check or fall prone.

Exit. Behind the ice throne is the exit, it must be melted before the characters can proceed into the next chamber.

15. CONQUEST HALL

Ahead of you is a obscenely long hall, the far end is obscured by a wall of flame. A row of floor to ceiling high stone pillars sit within the middle of the hall. The faint sound of trotting can be heard over the crackling of flames.

Creature. A lone **Narzugon**, Tove and her *Nightmare* mount are at the far end of the hall. Tove yearns to be leading armies into

battle, but on Baarilek's command she is here. She sees the intruding adventurers as an insult to her honour, a nuisance, and ultimately a manner in which to vent her frustrations.

Pillars. Each pillar is 15 feet across, of solid black stone that contains statues of mounted knights impaling angels with lances of flame.

Wall of Flame. The flames move at 10 feet per 6 seconds towards the characters, on Tove's command. Characters within the flame must succeed a DC 15 Dexterity saving throw, taking 5d8 damage on a failed save and half as much on a success. The wall of flame will dissipate if Tove is defeated.

Tactics. Tove will use the rooms length to charge up and down, weaving in between the columns for cover and protection from the ranged attackers. Alternatively, as she is immune to fire she often travels through the wall of flame without issue.

Negotiation. Tove despises Seinoc with a passion, but her loyalty to Baarilek is unquestionable. If the characters prove themselves formidable, she may spare them. Destroying the *Scrying Sentry*, and ask for them to slay Seinoc. So that she may return to Avernus, she cannot help however for fear of disobeying Baarilek.

16. SEINOC'S MERCY

The following room appears uniquely barren, the only object within the otherwise identical room is a pedestal with a silvery gem atop it. A brass plaque has been inlaid into the pedestal, dark red scripture writing on it.

Plaque. On the central pedestal is the brass plaque, with infernal writing upon it that reads:

"You cannot say, Seinoc's not fair. Take this gem, if you dare."
- Inscription for the Seinoc's Mercy Plaque

Gem of Release. Sitting entirely undefended on a pedestal is a **Gem of Relief** (see Appendix A).

Exit. Behind the pedestal on the other end of the room is the open gateway into the next chamber.

17. STONE ARMY

The first thing unique about this chamber is the sheer size of it. Spanning out 100 feet across and back, from where you entered there are steep stairs that lead down to a lower level. In-between you and the archway opposite, is an army of grey stone statues. Standing perfectly on stone tiles, shoulder to shoulder. From the height you can see that there is a path to navigate past the statues, winding past them to get to the far end.

Statues. There are easily over 100 statues within the room, each one varying slightly in shape and size. It covers a range of races, genders, and heights. All appear to be adorned in adventuring gear, now stone. However, every statue has been altered to have menacing stone claws.

Attempting to move the statues is difficult to do, as there is a metal reinforcement that is lined through the statue into the floor. It requires a successful DC 20 Strength (Athletics) check to knock one over, alternatively they could be smashed.

Creatures. Scattered and hidden among the statues are 10 (2d8) **Stone Cursed**, patiently waiting. When characters get close, the stone cursed ambush them in hopes to catch them with their petrifying claws.

Alternate Rule: Improvements. If reusing this room, introduce **gargoyles** circling the room. Ready to swoop and drop the characters into the claws of the stone cursed.

18. MERCHANT OF DESIRES

A soft whistling can be heard ahead, it sounds absent-minded and cheerful. Into the chamber sits a lone male elf, arms folded across his chest. He's behind a merchant stand, where five items sit upon rich blue velvet cushions. There is a gnarled wand, a ring with a blue gem inset, yellow gleaming gauntlets, a square disk, and a silvered great-sword.

Creature. Behind the merchant stand is Himo, a high-elf **commoner**. Wearing a simple but light robe, to compensate for the heat. He would welcome the adventurers inside, describing the wares he has to sell.

Wares. Beside where Himo sits, is the five items he offers to sell. The selling point being that each item can assist within the Snarl. However, all of the items are cursed. All the gold he is given, Himo places within a *Bag of Devouring*.

SHOP WARES

Item	Cost
Trapsweeper Wand.	7,000 gp
Ring of True Intent.	4,000 gp
Resurrection Gauntlets.	50,000 gp
Kran's Portable Escape Pits.	200 gp
Devil's Bane	15,000 gp

Bartering. Himo would cut the price in half if the adventurers succeed on a DC 15 Charisma (Persuasion or Intimidation) check.

Ultimately, if the character's attempt to steal the items Himo would make no effort to stop them. Nor would he seem angry or annoyed.

19. INSIDE THE BEAST

There is a distinct squelch underfoot, as the expected stone is replaced with an uneven fleshy surface. There are no lights in this chamber, but sounds of a faint hissing, and fluids pulsating echo around this oddly shaped chamber. As your eyes adjust to the lack of light, you swear you can see the wet walls pulse.

Pools of Acid Pools of stomach acid line the uneven fleshy floor, any character that falls near the pools would need to succeed a DC 15 Dexterity saving throw or take 22 (4d10) acid damage. The acid would also damage or destroy any non-magical items if submerged for longer periods of time.

Fleshy membranes. Between sections of the moist walls, are thin areas of undulating fleshy membrane that appear similar to covered tunnel openings. These membranes have 25 health points, and an AC of 12. The nature of the membranes means that they are one-way, allowing characters to push their way through but struggle to turn back.

Closing walls. From the moment the characters enter this chamber, the walls begin to slowly constrict and close around them. Acid would trickle down from the ceiling, increasing the size of the acid pools slowly. The chamber will completely crush those inside after 22 (2d20) minutes.

Damaging the beast. The characters must soften the fleshy membranes to escape, however each time the beast is damaged it works harder to digest those inside. Reducing the total time by 3 (1d4). If the total damage dealt to the beast is larger than 50, it would provide the characters with 7 (1d12) extra minutes before it'll attempt to digest them again.

Exit. Only one of the tunnels lead out to the next chamber, whereas the others simply redirect the characters back into the stomach.

20. SEINOC'S PERSONAL CHAMBERS

Entering. Once the last chamber has been completed, all exits would lead to Seinoc's Personal Chambers. That was the contract of the dungeon, there is no hiding for Seinoc anymore as his demi-god powers have dwindled.

The sound of orcish cursing echos from inside, accompanied by the crackle of spell casting. You see the final chamber, Seinoc's personal chambers. A half-orc stands in front of a portal of pure flame, his hand movements force the portal to flicker and shut altogether. Between you and the half-orc is a crescent desk, all sorts of tools and papers atop it. The only other furniture in the room is a cramped cot, ashen wardrobe, and leather chair overturned beside the desk.

Creatures. The only creature in the room is **Seinoc** (see Appendix B), however he has two **Stone Defenders** either side of the entrance that will spring to defend Seinoc when he is attacked. He is frantically casting spells towards a portal gate, delaying the arrival of his patron for as long as he can manage. As such, he does not notice the adventurers entering his personal chambers.

Upon noticing them however, it's clear that he is in a maddening frenzy. Not believing his dungeon could be bested and cursing the adventurers for managing to complete it, he attacks.

Negotiation. Seinoc is difficult to negotiate with, given that he believes Baarilek will cause far more harm than any group of adventurers could manage. However, if they can somehow convince him that they can protect him from Baarilek then he may be willing to cease his attacks.

Seinoc's Work Desk. The majority of the room is a crescent shaped desk, blueprints, parchments, and books cover the surface. Some smaller dioramas or mock ups of traps sit on his desk, roll on the *Model Room* table to determine what the room is.

TRAP DIORAMAS

d6 Room & Trap Shown

- 1 **Our Worst Enemy.** A small mirror and a series of identical looking frogs. (Except evil).
- 2 **Room of Doors.** A small scale mock-up of a spring loaded spear trap, magically extending 5 feet.
- 3 **Invisible Blade Waltz.** Stones enchanted with the illusion of blades moving one direction.
- 4 **Room of Greed.** A stone that after being touched, duplicates itself and grows heavier in weight.
- 5 **Endless Marble Staircase.** A tunnel with a rat inside, once it gets to one end it appears at the other.
- 6 **Stone Army.** A collection of stone cursed birds within a cage, perfectly still until the characters get close.

Treasure. On Seinoc's Work Desk sits a *Dimension Stone* (see Appendix A) and hanging over his cot are the *Robes of Comfort* (see Appendix A).

Development. After defeating Seinoc, the portal would open up once more. Fire and the smell of brimstone billowing from it, and Baarilek would step from it. He compliments them on their work, saying how they are free to leave. Thus, ending the characters tortuous experience in the Snarl.

AFTERMATH

There are two different outcomes for this adventure, either the adventurers bested the Snarl emerging victorious, or they perished in a multitude of horrible ways. The many chambers of the dungeon would begin to crumble, the magic holding it altogether now vanished. Those devils still inside would return to Avernus, ready to follow Baarilek's next command. Seinoc's soul is collected by his patron Baarilek, who in turn would see the adventurers teleported back as per the written contract of the dungeon. However, he tries tempt them into making a deal with him.

One such thing that Baarilek could offer is the same control over the Snarl that Seinoc had previously. He'd frame the idea as if it was a just reward but the powers to move and shape the demi-plane could not be given freely.

OWNING THE DEMI-PLANE

Regardless of if the characters took Baarilek's offer, the demi-plane would be theirs. While the dungeon itself would be destroyed, the demi-plane would still exist to be moulded by the adventurers. There are many concerns that need to be addressed before the characters can just live in the demi-plane. While the answers are not in this book, consider the answers to the following questions:

- How will the characters travel to and from the demi-plane?
- If wanting to construct a building, how will the characters get the resources and builders?
- How do those builders react to being inside a demi-plane?
- Does time and gravity function in the same way in the demi-plane?
- Does being in a demi-plane make the base susceptible to planar disruptions?
- If taking Baarilek's help, what are the limits of his powers?

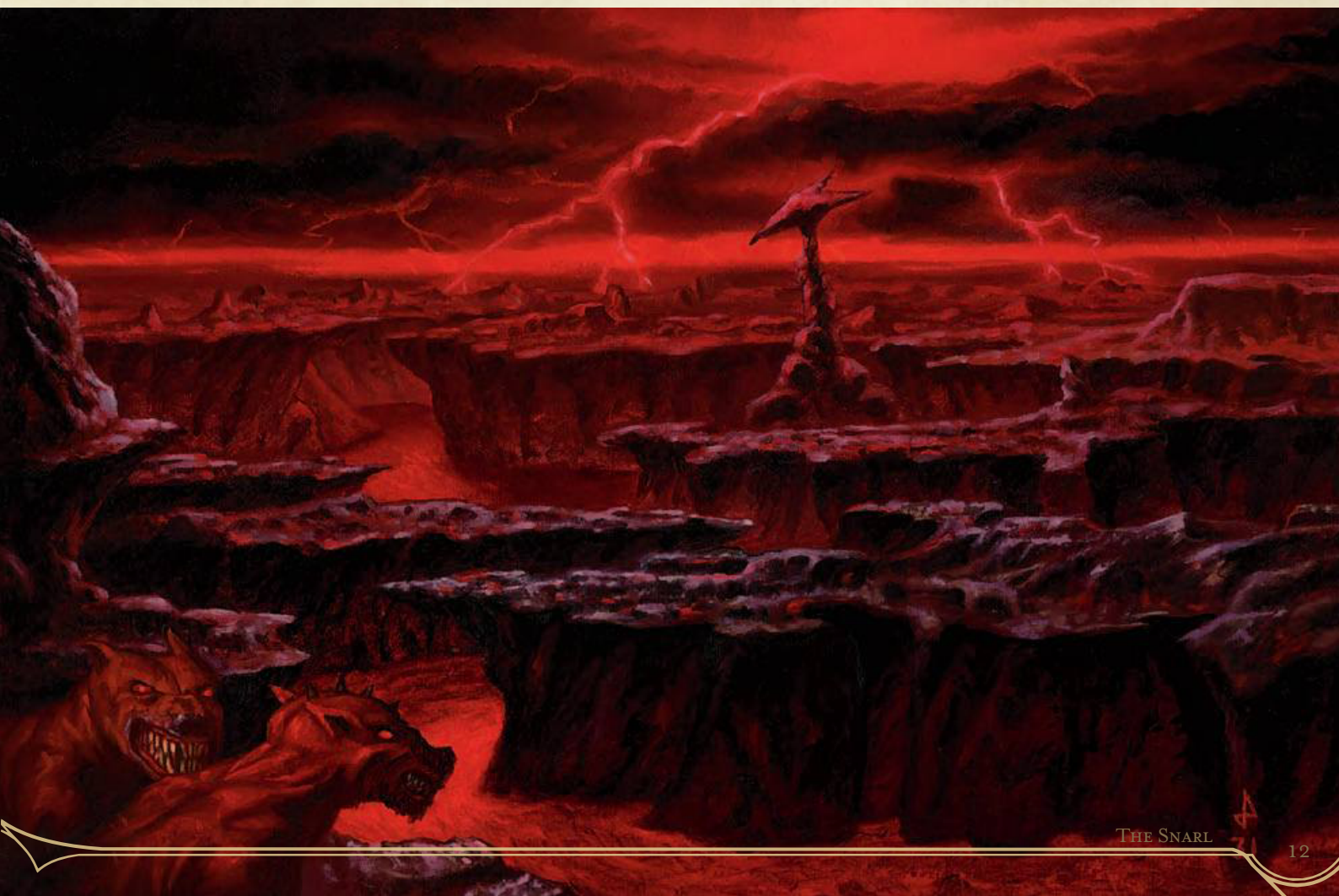
Hopefully by answering these questions, you and your players can get the most of having a domain of their own!

FURTHER ADVENTURES

Assuming the party emerged victorious, consider the following questions for how further adventures could unfold:

- How will Baarilek the Patient respond to one of his pet-projects being destroyed?
- What happens to the artefact now that the dungeon has been destroyed?
- Did Seinoc have a contingency plan if his dungeon was bested?
- Can the characters re-purpose the dungeon in any way?

There is also the matter of the portal to Avernus within Seinoc's Personal Chambers, while it is never recommended to go charging into the first layer of the hells but perhaps the party wishes to reclaim the souls of their deceased allies. Baarilek will likely be waiting expectantly, readying to face the party head on.



APPENDIX A: MAGICAL ITEMS

This appendix contains information on the unique magical items not found in the *Dungeon Master's Guide*. The items are all in alphabetical order.

CROWN OF THE WISE KING

Wondrous item, rare (requires attunement)

While wearing this simple golden crown, you may cast the *divination* spell once per day.

Cursed The moment after you receive the result, the *crown of madness* spell is cast on you. You have disadvantage on the Wisdom Saving throw, with a DC 18. Everyone around you is considered an enemy, but the spell's effects end if it is dispelled or you are incapacitated.

COIN OF GREED

Wondrous item, uncommon

This gold coin looks near identical to other gold coins, except for the face on one side of the coin having a fiendish smile with pointed ears in the shapes of horns.

Cursed From the moment you touch the coin, it is magically activated. Waiting until it is placed within a container; such as pocket, coin pouch, bag or *Bag of Holding*. Once inside, it would begin to duplicate and double in weight. However, it does not break the container it is inside. Within a minute, if carrying the coin the wearers would become incapacitated by the weight.

DEVIL'S BANE

Weapon (any sword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. It deals an additional 1d6 radiant damage on hit.

Cursed When this weapon is used against a fiend (devil), all damage heals the creature instead. If the creature is at it's maximum hit points, it gains the excess damage as temporary health.

DIMENSION STONE

Wondrous item, rare (requires attunement)

This small stone allows you to monitor a position on a different plane any time you focus on it. While on a different plane than the prime material, the stone can record a location no bigger than a 100 foot square. The process of attuning to this area requires 24 hours of the stone being within those 100 feet. After this, while on a plane other than the one the stone is attuned to, as an action, you may view the area you have designated. (*Weird Stuff I Found In the Planar Vortex*)

GEM OF RELIEF

Wondrous item, rare (requires attunement)

This fist sized silvery gem has a soft feel to it. When crushed in your hand, it automatically removes all dangers and hazards in the current chamber you are in. This item only functions within the Snarl, if you attempt to remove it from the Snarl it turns to a fine dust.

NECKLACE OF PAIN

Wondrous item, rare (requires attunement)

This necklace has outward and inward spikes, as the necklace rests just with the threat of jabbing you. While you wear this necklace you have resistance to; Cold, Fire, Lightning, Poison; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons.

Cursed If you are a non-fiend, you cannot receive any healing. You may regain health on a short or long rest still.

PORTABLE ESCAPE PIT

Wondrous item, rare (requires attunement)

Inside a bag there is 1d4 (3) black square disks. As an action, you can throw out this small disk while naming a location. Once hitting the floor, the disk will create a 5 feet pit with a portal to the desired location. You regain 1 disk daily at dawn.

RESURRECTION GAUNTLETS

Wondrous item, rare (requires attunement)

These metal gauntlets have a slot on top in which a diamond worth at least 1,000 gp can be stored. While wearing them, you may cast the *resurrection* spell if you place the material components within one gauntlet. The spell may only be cast once per day.

Cursed The person you resurrect returns with their alignment as evil, but none of the negative effects of the resurrection spell.

RING OF TRUE INTENT

Ring, rare (requires attunement)

While wearing this ring you have advantage on Wisdom (Insight) checks when trying to determine someone's true intent.

Cursed When using the item, there is a 1 in 10 chance that it will give you false information.

ROBE OF COMFORT

Wondrous item, rare (requires attunement)

While you wear this robe, you do not experience any discomfort from extreme heat or cold. You also have resistance to cold and fire. As an action, you may wrap yourself up in the robe. While wrapped in the robe, you can take no other actions and you are considered blind and deaf. Any attacks directed at you are instead taken by the robe. The robe has an AC of 13 and 40 hit points. When these hit points are reduced to 0, the robe becomes a normal robe until the next dawn. (*Weird Stuff I Found In the Planar Vortex*)

TRAPSWEeper WAND

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you may point at any object within 10 feet and determine if it is trapped or not. You then may expend all the remaining charges to instantly disarm that trap.

The wand regains 1d6 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 5 or lower, the wand crumbles to ashes and is destroyed.

Cursed When using the item, there is a 1 in 10 chance that it will give you false information.

APPENDIX B: MONSTERS

This appendix contains information on the unique monsters not found in the *Monster Manual*. The creatures are all in alphabetical order.

SCRYING SENTRIES

Within every chamber protruding from the centre of the ceiling is a eye stalk, the eye inside unblinking as it subtly, and sneakily scans around the room. In truth the eye stalk is really a **Scrying Sentry**, allowing Seinoc to see into the chamber regardless of what chaos, magic, or stealth is happening inside.

SCRYING SENTRY

Medium construct, unaligned

Armour Class 13
Hit Points 18 (4d8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	3 (-4)	11 (+0)	3 (-4)	16 (+3)	1 (-5)

Skills Perception +6, Stealth +7
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60ft., truevision 60ft., passive Perception 18
Languages understands one language of its creator but can't speak
Challenge 1 (200 XP)

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

Perceptive. The Scrying Sentry has advantage on Wisdom (Perception) checks.

ACTIONS

Transmit Information. As an action, the Scrying Sentry can allow it's creator to know exactly what it sees. The creator would benefit of the sentry's dark and true vision.

SEINOC

The owner, crafter, and demi-god of the Snarl. When the characters come to face him, Seinoc's powers would begin to revert forced to rely on his dwindling warlock powers. Both of his arms have been replaced with *Devil's Construction Arms*, a combined effort of his own creation and Baarilek (his patron). This will be his final fight.

SEINOC

Medium humanoid (half-orc), lawful evil

Armour Class 12 (15 with *mage armour*)
Hit Points 128 (15d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	16 (+3)	12 (+1)	20 (+5)

Saving Throws Wis + 5, Cha + 7
Skills Arcana +4, Deception + 7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60ft., passive Perception 11
Languages Common, Orcish, and Infernal
Challenge 14 (11,500 XP)

Innate Spellcasting. Seinoc's innate spellcasting ability is Charisma. He can case the following spells (spell save DC 19, +11 to hit with spell attacks), requiring no material components:

At will: *alter self*, *false life*, *levitate* (self-only) *mage armor* (self-only), *silent image*

1/day each: *feeblemind*, *finger of death*, *plane shift*

Spellcasting. Seinoc's is a 17th-level spellcaster. His innate spellcasting ability is Charisma. He can case the following spells (spell save DC 19, +11 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *mindor illusion*, *presridigitation*, *shocking grasp*
1st-5th level level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *fireball*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

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

Magic Weapons. Seinoc's weapon attacks are magical.

Dark One's Own Luck (Recharges after a Short or Long rest). When Seinoc makes an ability check of saving throw, he can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Devil's Sight. Seinoc can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Relentless Endurance (Recharges after a Long Rest). When Seinoc is reduced to 0 hit points but not killed outright, he drops to 1 hit point instead.

ACTIONS

Multiattack. Seinoc makes three attacks with his Devil's Construction Arm.

Devil's Construction Arm. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (5d8) bludgeoning damage.

Teleport. Seinoc magically teleports, along with any equipment he is wearing and carrying, up to 60 feet to an unoccupied space she can see.

ENTER THE SNARL!

A dungeon immortalised in a demi-plane in a contract with a devil. 1000 souls were promised and delivered. Now, Seinoc the creator awaits for the next group of adventurers. But he's been busy, designing more devious and sinister chambers.

Seinoc's Snarled Sphere is an entire dungeon that exists within an artefact. You'll find the Snarl to be a deadly dungeon, promising traps, encounters and more than likely a few deaths. It is an adventure intended for a group of adventurers of 14th-level and higher.

No-one has ever survived stepping within the countless chambers of the Snarl. Now the entire dungeon rests in your hands. Enjoy, but it'll be a good idea to keep a few character sheets handy!

This product has been created to supplement the *Weird Stuff I Found In the Planar Vortex* collection, available on the DMs Guild.

For use with the fifth edition
Player's Handbook, Monster Manual, and
Dungeon Master's Guide

