

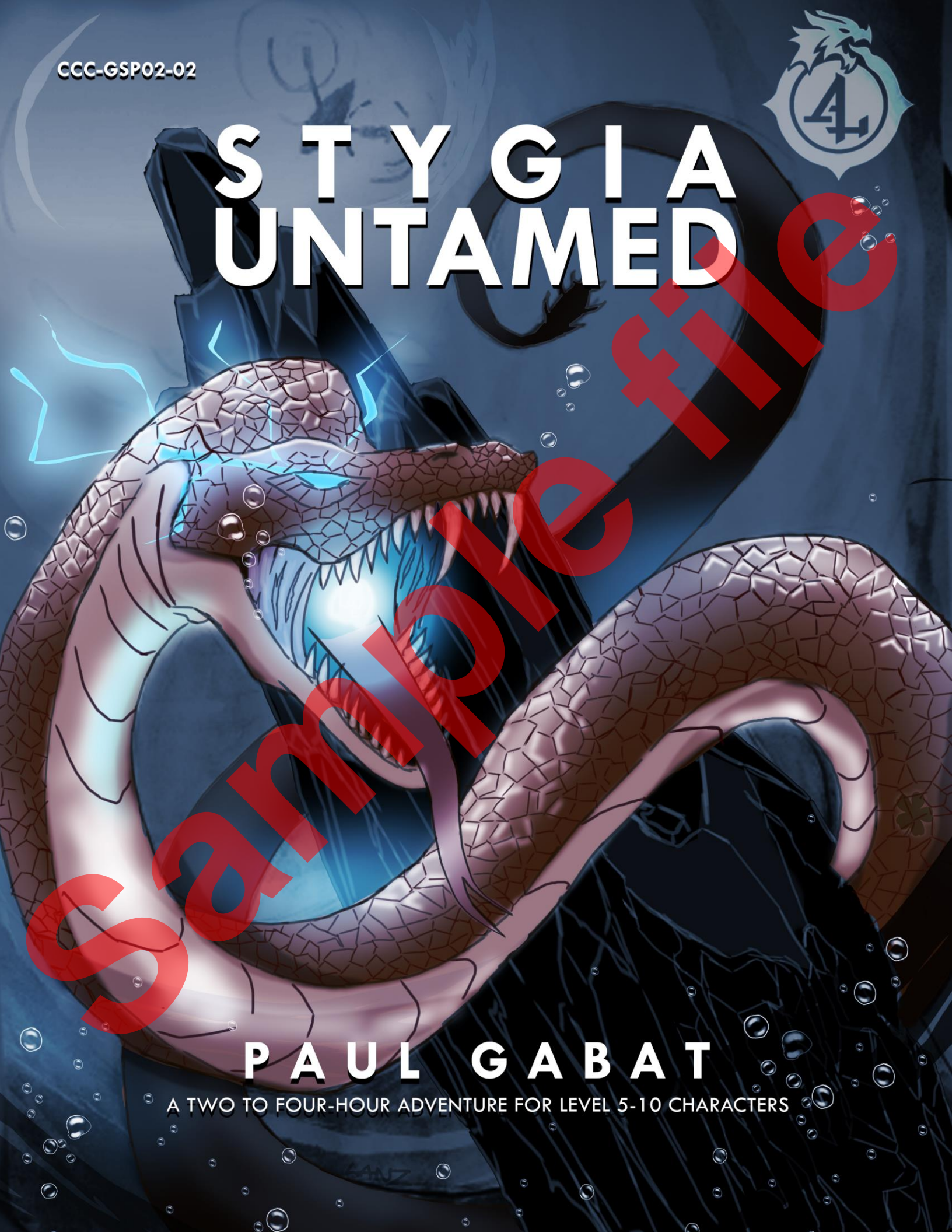
CCC-GSP02-02



STYGGIA UNTAMED

PAUL GABAT

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



CCC-GSP02-02



Þrjátta Þrjátta

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
- DMs Guild Creator Resource - Angels and Demons Art
- DMs Guild Creator Resource - Beast Art
- DMs Guild Creator Resource - Creatures Art 2
- 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

Support DMPaulG!

Hello! I hope you enjoy this adventure and the others that I have made so far. If you wish to continue supporting me and assisting me in making more fantastic adventures for everyone, check out the following pages where you can do so!

Patreon: <https://www.patreon.com/dmpaulg>

Ko-fi: <https://ko-fi.com/dmpaulg>

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2019 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

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

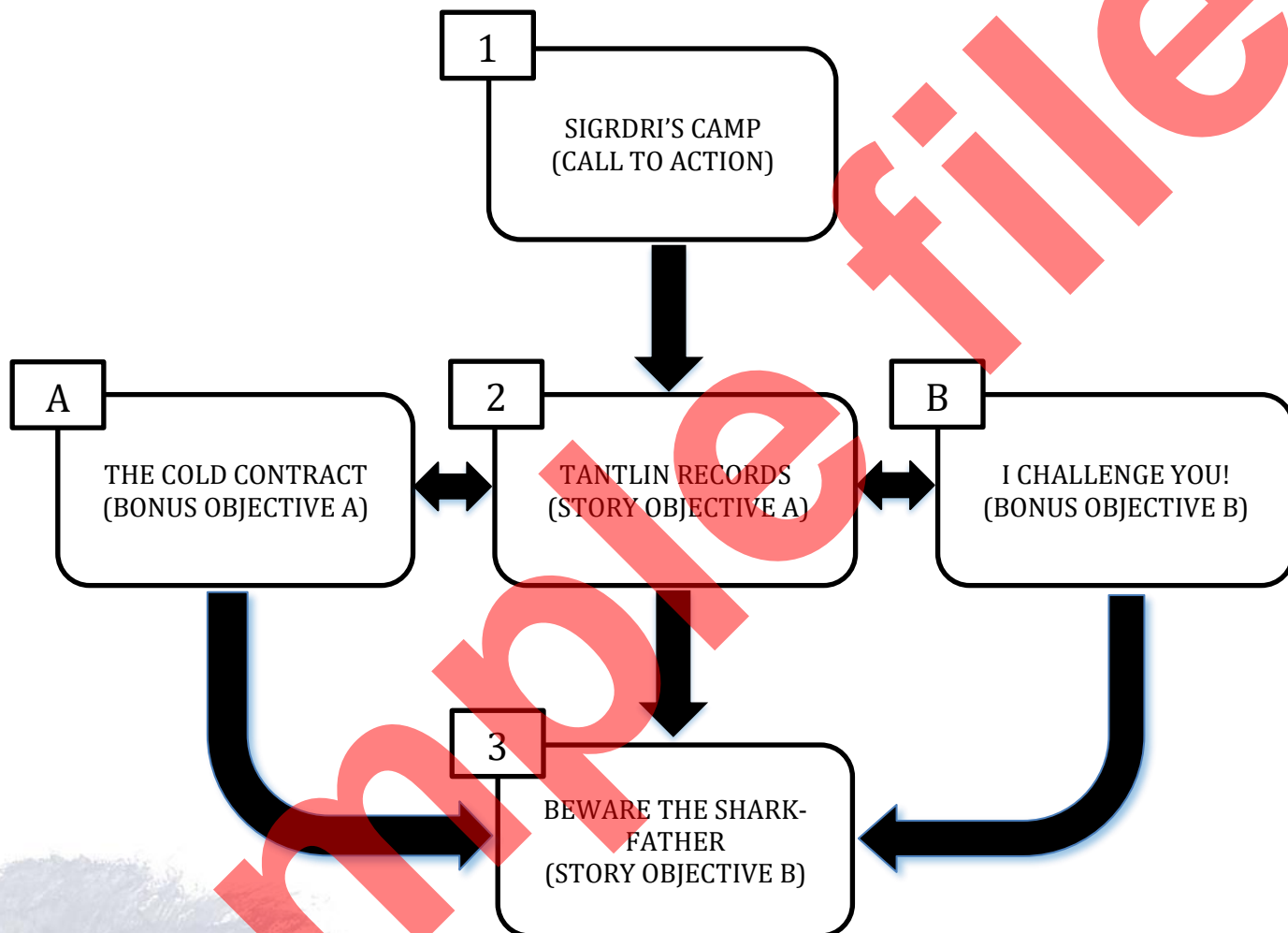
Adventure Hook 1. An image of a badly wounded and restless valkyrie appears in the characters' dream. The valkyrie introduces herself as Sigdrri. She urgently requests for the characters to help her in the Nine Hells and save the souls of those that do not belong there. Should the characters agree, they 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 Sigdrri 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.

Sample file

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.



Þáttur 1: Styrkjálfur's Hæð

(Part 1: Sigrdri'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

Sigrdri (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. Sigrdri 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, Sigdrifri 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.
- Sigdrifri 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**, Sigdrifri grins and tells them that the **answer should be** obvious by now.

Call to Action

Sigdrifri 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 abishai 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**.

Yäkt 3: Þęřäkt stę Þäktþ-Öästękt

(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 Sigdrri, 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.