



THE DEVA SPARK THE CAGED CONVERSION

*REQUIRES THE AD&D PLANESCAPE
ADVENTURE THE DEVA SPARK, TO PLAY*

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INTRODUCTION

This conversion updates to the fifth edition of *Dungeons & Dragons* the *ADeD* Second Edition *In the Abyss* adventure set in the *Planescape* setting.

This adventure is suitable for characters from 5th to 9th level. This conversion assumes a four 7th level characters party.

ADVENTURE SUMMARY

Let's get right to the dark of it. A deva named Ybdriel was charged with a barmy task by his lord, one of the powers of Elysium. Which power? Who cares! Would it matter a tarnished bit of jink more if a berk knew it was Lathander or Brigantia? Not sodding likely! The deva knows, and that's enough.

The task was as simple as it was important. Ybdriel was to travel the many levels of the Abyss seeking out the plans of Lindyrm the tanar'ri lord. The fiend's been real active lately, and Ybdriel's power wants to know what Lindyrm's up to. Now, the problem facing the deva was how to sneak around the Abyss. Sure, he could fly in cloaked in righteous rage to smite tanar'ri bashers with his flaming rod, but that sure wouldn't get him any closer to Lindyrm's plans. No, this task required subtlety, intrigue, and sneakiness - in other words, the deva had to run a peel! No wonder the multiverse is going all barmy!

Ybdriel could easily polymorph himself into a form more appropriate for the infernal setting, but devas (and other beings of pure goodness and power) have a habit of glowing. They can't help radiating goodness, and that would get a deva (even a disguised deva) noticed real quick in the layers of the Abyss. There's a way around this, but few devas would ever voluntarily attempt it. Ybdriel, however, was determined to complete his task. He decided to give up his spark.

Now, that's no small thing. Here's the dark of it that few berks know: On the Upper Planes, cutters gradually move up the celestial ladder through noble deeds and purity of spirit. At some point, a cutter develops (or is awarded) a spark that joins with his spirit and gathers celestial power. This spark becomes more radiant as the cutter climbs the ladder. So, a hound archon has the dimmest spark, while a solar aasimon has the brightest. Ybdriel's spark glows somewhere in between.

Ybdriel stepped through to a prime world on his way to the Abyss. That's where he saw the mortal named Fachan. Fachan appeared to be a good sort, because he saved a little girl from a burning building. That act convinced Ybdriel that the deva spark would be safe with the prime. He should've checked deeper, but sometimes those good

bloods take things at face value. The chant's that even devas make mistakes. This just happened to be one huge mistake, since Fachan started the fire in the first place - and it sure wasn't an accident! Had Fachan carried the spark for any length of time, it would've affected him the way it does the bebilith, but that's another story.


The deva willed his spark to join with Fachan's spirit, then he set out for the Abyss. Without the deva spark, Ybdriel didn't radiate goodness. He could still be spotted with detection spells, but casual inspections wouldn't reveal his true nature. There's another problem, though. Without the deva spark, Ybdriel slowly loses his abilities. It won't happen all at once, but before too long he'll start to slip down the celestial ladder, eventually becoming a regular petitioner. When that happens, he won't have a bebilith's chance in Elysium of surviving in the Abyss (and even an addle-cove knows what happens to petitioners who get put in the dead-book on an alien plane...). If Ybdriel waits that long, he won't be able to retrieve his spark anyway. Its connection to him evaporates and he'll have to hope his deity'll pull him back up the ladder at some future date.

Fachan happens to be chaotic evil. He also carries the deva spark. And he got himself placed in the deadbook right after Ybdriel left. Done in by the owner of the inn he'd just set fire to - ironic, ain't it? Like all dead berks, Fachan's spirit went to its planar reward. He reformed in the Abyss, taking the deva spark with him.

The characters start off relaxing (or carousing) in a tavern in Sigil. A serving maid gives them the jink that should have gone to the tanar'ri sitting nearby (the fiend's change from his purchase). Among the coins is a gate key that opens a portal to the Lower Planes. When the group eventually steps through a door (any door), they end up somewhere decidedly different: Specifically, it drops them into an Abyssal version of a tavern, a sort of waystation catering to those passing through.

The characters must deal with their sudden relocation to the Lower Planes. Their wrong turn (through no fault of their own) places them where the tanar'ri would be perfectly comfortable. In the Abyssal tavern, the characters get to see what entertainment is like among the berks and bashers who travel the Lower Planes. After a bit of interaction (and probably a lot of trying to find a doorway out), the characters get involved in a significant event. A newly arrived petitioner (the dead mortal named Fachan) stumbles in, followed by a hungry bebilith. As the rest of the clientele scramble for safety, Fachan is slain. Ybdriel the deva, currently scouting the tavern in a polymorphed form, feels the pull of the deva spark. The characters witness the resulting battle between the deva and the bebilith, but get involved too late to save the deva from grievous wounds.

The characters follow the bebilith to Elysium. On the



Restful Plane, the heroes track the monster, finding contradictory information about its nature and purpose. They take the wounded deva with them, for he has appealed to the good-aligned characters to aid him. The characters learn that the bebilith carries the deva spark and that it is metamorphosing into some new type of being.

The characters must convince the celestial hosts of the Upper Planes to leave the bebilith alone until they can figure out how to return the deva spark to its rightful owner. Time is of the essence, because the deva is perishing before their eyes. Meanwhile, the heroes are faced with a moral dilemma: do they have the right to remove the deva spark and destroy a new, good-aligned being?

RUNNING THE ADVENTURE

To manage the adventure using this conversion, you need the main rules of *Dungeons & Dragons* fifth edition (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*) and *Monsters of the Multiverse*. Further, you'll need *Planescape: Adventures in the Multiverse* to have all the information about the setting and the new rules in the current *DeD* edition.

The characters should have had at least one previous adventure in Sigil and the planes before being thrust into the plot presented here. Remember, *Planescape* is as much (or more) about ideas as it is monster bashing.

Non-player characters and monsters that are not present in these sources are presented in this conversion.

CHARACTERS' PROGRESSION

If the characters are at 7th level, they level up during the adventure with an event-based progression as follows:

- The characters gain 8th level at the end of Chapter II.
- At the end of the adventure, the characters should reach 9th level.

On Factions

If you are using the new factions presented in *Planescape: Adventures in the Multiverse*, characters from these factions can be involved as follows.

Mind's Eye: the faction would be interested in protecting the bebilith and let it complete its transformation. Factol Saladryn, if informed, sends Seekers to assist the Athar team.

Hands of Havoc: the factions would see the bebilith as a revolutionary hero, and so would be interested in protecting the creature. Because of the lack of a Factol, the faction involvement will be chaotic in nature, as every member has its own view on how to better help it.

CONVERSION

This section describes the necessary updates to play the adventure with the rules of *Dungeons & Dragons* 5th Edition. The updates follow the same order and have the same title as the parts in the original adventure. If a reference to a part of the adventure is absent, then it means that it does not require any modification and can be used in its original form.

The text appearing in this way is intended to be read or paraphrased to the characters when they arrive at a certain place or certain events occur, as described in the text.

The text that appears in these boxes contains additions to the adventure and game recommendations for the DM.

NONPLAYER CHARACTERS

Ybdiel is a **deva**, Abaia is a **bebilith**, and Garrish is a **nycaloth (summoner variant)**.

CHAPTER I: A WRONG

TURN

The adventure starts in a tavern in Sigil, as the characters are relaxing or otherwise taking time out from their busy adventuring schedule. At some point during the evening, the characters receive change from a serving maid which includes a gate key to the Abyss in the form of a coin. The gate key really gets the story going when the group steps through one of the tavern's many doors and takes a wrong turn into the multiverse.

This wrong turn leads the characters to an Abyssal tavern. The tavern is a crossroads in the Abyss, a nexus of sorts that brings together Ybdiel the deva, Fachan the petitioner, Abaia the bebilith, and the characters. It's here, in this place of foul ambiance, that the characters witness the transference of the deva spark from Fachan to Abaia (though they won't realize that's what they're seeing at the time). It's here, in this nightmare version of a drinking hall, that the characters watch the wounding of a deva, have a brief run-in with the bebilith, and get thoroughly entangled in the unfolding events.

This portion of the adventure ends when the characters escape the Abyss, either on their own or with the wounded deva's help.

BEBILITH

Huge Fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 199 (19d12 + 76)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

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

Skills Perception +6, Stealth +7

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages understands Abyssal, telepathy 120 ft.

Challenge 11 (7,200 XP)

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

Web Sense. While in contact with a web, the bebilith knows the exact location of any other creature in contact with the same web.

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

ACTIONS

Multiattack. The bebilith makes three attacks: one with its bite and two with its forelegs.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage plus 28 (8d6) poison damage (or half as much poison damage on a successful DC 16 Constitution saving throw). If a creature is killed by the bebilith's bite, the corpse bursts into flames and disintegrates unless a *bless* spell is cast on the corpse within 1 minute from the creature's death.

Foreleg. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. Any nonmagical armor or shield hit by the bebilith breaks. Whenever a target is hit by the bebilith, the target's armor or shield takes a permanent and cumulative -1 penalty to armor class (if a target has both armor and shield, roll 1d6: 1-4 the armor is hit, 4-6 the shield is hit). If this reduces an armor to armor class 10 or worse or a shield is reduced to +0 armor class bonus, it is destroyed.

Web (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 14; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Spellcasting. The bebilith casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 14).

3/day each: *plane shift* (only self and up to one incapacitated creature, which is considered willing for the spell), *web*

THE UBIQUITOUS WAYFARER

Whether the PCs relax in the Ubiquitous Wayfarer or carouse in the tavern of their choice, this adventure begins in a drinking hall in Sigil.

ARGUING PHILOSOPHERS

Two groups of faction members crowds a nearby table. On one side, sitting in chairs pointing in all different directions, are a handful of Xaositects (**scouts**). Across from them, sitting all in a row, are members of the Fraternity of Order (**guards**).

SERVING MAID

Handling all of the characters' drinking and snacking needs this evening is Mirta, a buxom and somewhat scatterbrained female half-elf **commoner**.

THE TANAR'RI AT THE NEXT TABLE

The tanar'ri seated at a nearby table is a **marilith**. She is deep in telepathic discussion with a **planetar** who sits across from her.

YOU SPIN ME ROUND, ROUND...

After a few pitchers, mugs, or bottles of whatever the characters like to imbibe, they are approached by another group of tavern patrons. The 8 drunken **imps** dance over and try to get the characters to join their merrymaking - to the cheers and encouragement of their 4 **githyanki warriors** drinking buddies.

THE ABYSSAL TAVERN

This drinking hall caters to both tanar'ri on leave from the Blood War and planars passing through. While every basher in the place has a weapon or six on his or her person, combat within the hall is frowned upon. Two **molydei** (*Monsters of the Multiverse*) guardians monitor the hall and keep the patrons in line.

The characters can get both food and drink suitable for planars from other locales. **Dretch** servants constantly pass by with trays of refreshments. Once the characters see something to their liking (and pay the appropriate prices), dretch servants carrying food and beverages of similar origin frequently cycle by. Three gold pieces is the usual fee for either food or drink in this Abyssal tavern.

DRINKING BUDDY

While the characters stand in front of the archway, they are blocking traffic. A very drunk **barlgura** plows into



them, telepathically grumbles at them, then asks if they'll buy him a drink.

If the characters agree, the barlgura grabs a bottle of foul, bubbling nectar from a passing dretch. The dretch stops and looks at the characters, waiting for them to drop some jink on its tray. Three gold pieces are enough to send it on its way. The barlgura, meanwhile, offers the group a swig from its bottle. If they agree, each character who drinks the stuff must succeed on a DC 20 Constitution check or take 4d6 poison damage. If they decline, the barlgura shrugs and stumbles away with its drink.

THE DISGUISED DEVA

Ybdiel the **deva** has come to this stronghold to learn about the plans of Lindyrm the tanar'ri lord. He currently wears the form of a vrock. Though he doesn't want to give his own identity away, he notices that the characters don't belong here.

If the characters try to keep tabs on the strange vrock, they notice it conversing with an **alu-fiend** in one of the hall's distant corners. The alu-fiend provides Ybdiel with the last bit of information he sought - the key to understanding the tanar'ri lord's current plot.

PRESS GANG

As the characters work their way around the hall, they notice increasingly nasty stares directed at them. **Succubi** and **incubi** watch them with undisguised lust. The **moly-dei** (*Monsters of the Multiverse*) guards keep tabs on their actions. Even the visiting planars appear to scrutinize their every movement. The tension builds, then the first real problem presents itself. A group of **hezrou** enter the hall, intent on adding more troops to the ranks of the Blood War. The hezrou - tanar'ri charged with overseeing the formation of armies - plan to press into service as many of the patrons as they can before the lord of this stronghold realizes what's happening.

THE BEBILITH ARRIVES

The tanar'ri back away from the spark of the **deva**, at least at first. Once the two intruders begin to fight, the tanar'ri start placing bets on the outcome. If the characters decide to watch the fight, they notice that the deva seems weaker than what they know of such beings. The **bebilith** delivers a deadly, poison-filled bite to the deva, then mortally wounds him with a blow from its sharp foreleg.

If the characters decide to help the deva, let them get in on the fight.

Ybdiel tells the characters: "I need your assistance, mortals. What I have learned must be taken to my lord in Elysium. Help me, and I will take you out of this foul place."

ALU-FIEND

Medium Fiend (*shapechanger*), chaotic evil

Armor Class 16 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	15 (+2)	12 (+1)	18 (+4)

Skills Deception +8, Insight +5, Perception +5, Persuasion +8, Stealth +6

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Special Equipment. The alu-fiend wields a +1 longsword.

Shapechanger. The alu-fiend can use her action to polymorph into a Small or Medium humanoid, or back into her true form. Without wings, the alu-fiend loses her flying speed. Other than her size and speed, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTIONS

Multiaction. The alu-fiend makes two longsword attacks.

Draining Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* the target must make a DC 14 Constitution saving throw against this magic, taking 31 (5d10 + 4) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

+1 Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Charm. One humanoid the alu-fiend can see within 30 feet of her must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the alu-fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the alu-fiend's Charm for the next 24 hours.

The alu-fiend can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Etherealness. The alu-fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.