

LEVEL 7 ADVENTURE MODULE

# FIFTH EDITION FANTASY #11

## ◆ THE ARCHMAGE'S LOST HIDEAWAY ◆



BY RICK MAFFEI





# THE ARCHMAGE'S LOST HIDEAWAY

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# THE ARCHMAGE'S LOST HIDEAWAY

By Rick Maffei

**T**he *Archmage's Hideaway* is an adventure designed for use with the 5th edition of the first fantasy roleplaying game. It is intended for four to six 7th-level characters and should be completed in one or two sessions.

Depending on the number of characters and the challenges overcome, the characters should gain one level by the end of the adventure.

A variety of character classes is suggested to tackle the adventure, and a cleric or some form of healing would be useful. It is highly recommended that most of the characters have access to magical weapons, and it would be very beneficial if at least of them understands Infernal or Abyssal.

Much of the adventure is set inside a pocket plane located between the Nine Hells and Gehenna.

## BACKGROUND

**F**or many long years the thaumaturgist Deldrammon was feared and his unsavory reputation was common knowledge, but his penchant for secrecy kept him largely from view. Those that trafficked in sorcery and witchcraft spoke of his skill in extra-dimensional travel, and tales spread of Deldrammon's 'Hideaway'—a secret lair he maintained on another plane, far away from his tower abode. Little else was known of him beyond rumor, and as time passed he was seen less and less.

As the decades drifted past, Deldrammon faded completely from view. His ashen tower slowly crumbled into rubble and his name was only ever invoked to frighten youngsters. The ruins were picked over by adventurers and the few items of worth soon carried off. A pair of massive displacer cats took refuge within the husk and terrorized the area for a time, but soon enough they were dispatched by a passing ranger.

The crumbling tower and worn stones became nothing more than a worn monument to a once-feared mage.

**Backstory.** Deldrammon originally created his Hideaway as a safe refuge - a place beyond the Prime Material Plane to which he could retreat if needed. But in truth his rivals were few, and secrecy became Deldrammon's greater focus.

As the years passed, Deldrammon added to the Hideaway, adding special rooms to be used for his experiments and eventually creating a central chamber that housed an encapsulated pocket of Gehenna. This special, dangerous area served as an ideal place to conduct his extra-planar experiments and after much experimentation he adapted it as a source of power for his hideaway through use of an artifact he created, the *Vessel of the Endless Wastes*.

In time, however, Deldrammon's luck caught up with him. He ventured from his Hideaway deep into the Nine Hells in search of magical reagents and never returned.

The Hideaway continued to exist, hidden from both explorers and planar creatures for decades, but as the years passed its magical wards and portals grew weak. The *Vessel* at the center of the Hideaway kept the tiny pocket realm intact, but the barriers that separated it from both the Prime Material and Outer Planes grew thin. The powerful energies both from outside and inside the Hideaway were too powerful to contain forever.

Recently, adventurous fiends from both Gehenna and the Nine Hells detected the Hideaway and managed to gain entrance.

An unusually intelligent nycadaemon named Yrroth and his band of yugodaen mercenaries has stolen into the hideaway, seeking gems and precious reagents within. One severely injured mezzodaemon accidentally passed

out of the Hideaway and onto the Prime Material Plane, where it was soon encountered local farmers and was dispatched after a pitched battle.

An outcast dirae and her loyal band of followers also penetrated the Hideaway's outer boundary, seeking escape from the Nine Hells as well as new worlds to conquer. The devils and yugodaen are aware of each other, and it is only a matter of time before the two horrid factions skirmish. Onto this stage step the adventurers.

Characters speaking to citizens of the nearby village of Northswold about Deldrammon or the ruins have little trouble gaining a few choice rumors (see below)

**Local Rumors.** Characters looking for rumors may roll on the following chart to determine what information they find, but allow each character to attempt a DC 16 Intelligence (History) check before rolling. If successful, they may add 1 to their roll.

#### D8 Rumor

- |   |   |
|---|---|
| 1 | Although secretive, the wizard Deldrammon was not a particularly powerful spellcaster.  |
| 2 | Deldrammon did not die, but lives still in a secret complex beneath the ruins of his tower.                                     |
| 3 | Deldrammon was a secretive wizard who employed magical guardians to slay any that dared enter his abode.                        |
| 4 | Deldrammon had an interest in planar travel and supposedly never returned from one such excursion.                              |
| 5 | Secreted inside Deldrammon's tower was a portal that led to other worlds.   |
| 6 | The mage Deldrammon was an experienced planar traveler and consorted with devils and other evil beings.                         |
| 7 | Deldrammon's greatest creation was an extra-planar hideaway, located in the Outer Planes.                                       |
| 8 | Deldrammon conducted his most evil experiments in a secret lair in the Nine Hells, powered by a magical crystal of great power. |

Not all the above rumors are true. Rumors 1 and 2 are false.

**Adventure hooks.** This adventure begins with the characters arriving at the ruins of Deldrammon's tower, overlooking the distant village of Northswold. It is the responsibility of the GM to create a proper motivation to get the characters to explore the Hideaway and destroy the *Vessel of the Endless Wastes*, though some suggestions include:

While passing through Northswold, the party is told of the yugodaen that was killed. The corpse was burned, but characters making a successful DC 22 Religion or Arcana check can identify the creature as a type of yugodaen based on its description. The village elders, well aware of the Hideaway legend, plead with the characters to seek the Hideaway or any portals within the tower ruins and seal them by any means possible.

The characters are hired by a wizard to explore the ruins and seek entry into the mythical Hideaway. The wizard seeks any spellbooks that may remain, and asks the characters to destroy the Hideaway, if they can, after exploring it.

A local good-aligned church asks the characters to explore the ruins as a possible origin point of the other-worldly creature killed by the local farmers. The church is aware of the Hideaway legend and shares it with the characters, as they feel the appearance of the creature and rumors of Deldrammon's extraplanar Hideaway are no coincidence. They urge the party to destroy or seal away the Hideaway if they should indeed find it.

**Quest: Find the Hideaway and destroy it.** Whatever hook is employed, the characters head to the ruins to seek out and investigate the Hideaway. The GM should determine an appropriate quest reward, consistent with the campaign.


## BEGINNING THE ADVENTURE

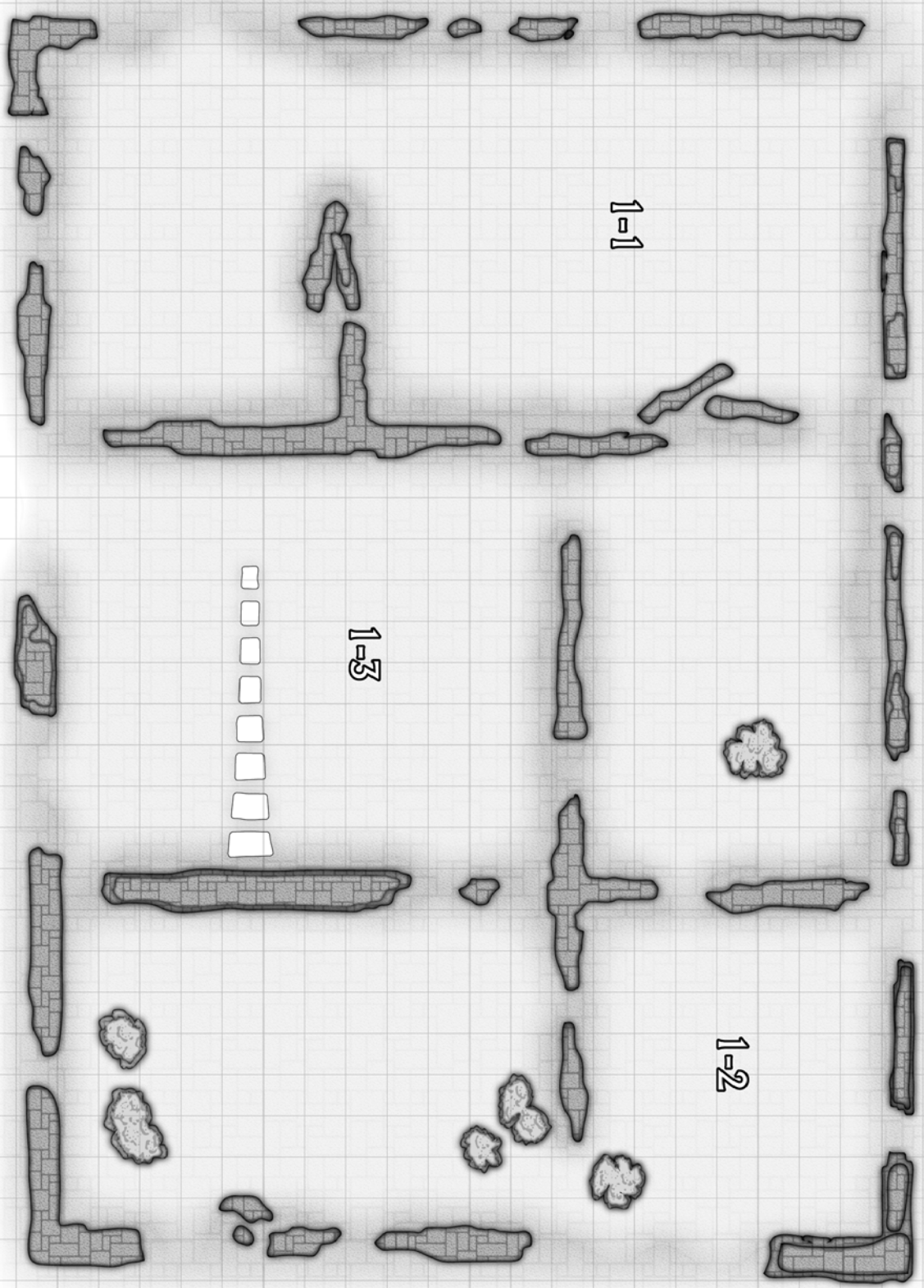
The adventure begins as the characters climb a ridge and arrive at the ruins of Deldrammon's tower. Read or paraphrase the text below:

*The trail you've been following terminates at the remains of what must have once been a grand tower! A sizable square base still exists, but none of the walls are intact and nature has started to reclaim the area. The earth is littered with fallen rubble, briars, and thick patches of weeds, making for slow going.*



# DELDRAMMON'S TOWER

 5 Feet



## AREA 1-1 BROKEN WALLS

*There are large piles of tower rubble here, interspersed with weeds. Nearby, one broken wall leans precariously against another.*

A hungry owlbeast lurks on the other side of the broken walls. This hulking, ill-tempered brute is foraging for grubs and vermin and will not hesitate to attack any creature that come within its field of view.

It does not pursue intruders beyond the boundary of the ruins, however, and is content to simply defend its hunting ground. As its first action the owlbeast pushes over a broken wall, causing all creatures adjacent to the wall (see squares marked with Xs on map) must make a DC 14 Dexterity save to avoid the wall, or be restrained by the fallen rubble until they or a creature within 5 feet use an action to make a successful DC 16 Strength (Athletics) check.

Even a long search in most areas here will turn up nothing of value in the ruins beyond broken pits of pottery, furniture remnants, and bits of glass. The rubble has long since been picked clean by past visitors, except for area 1-2. For combat purposes, treat this area as difficult terrain.

## OWLBEAST

*Large monstrosity, unaligned*

**AC:** 13 (natural armor)

**Hit Points:** 68 (7d10 + 24)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	14 (+2)	8 (-2)

**Senses:** darkvision 90 ft., passive Perception 14

**Languages:** -

**Challenge:** 4 (1,100 XP)

**Always alert:** An owlbeast's ability to rotate its head up to 270 degrees and its keen senses mean it can never be surprised.

**Keen senses:** The owlbeast has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Multiattack.** The owlbeast makes two talon attacks, or one talon and one beak attack.

**Beak:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Talons:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If a Large or smaller creature it hit by two talon attacks in the same turn, it is

grappled (escape DC 16). The creature is restrained until this grapple ends, and takes 12 (2d6 + 5) bludgeoning damage at the start of each of the owlbeast's turns. Until this grapple ends, the owlbeast cannot use its talons on another target.

*The strong scent of animal fur is followed by the sight of a massive bear-like beast with black, forward-staring eyes and a straining beak. Massive paws aloft, the beast lumbers angrily forward.*



## AREA 1-2 OVERGROWN CHAMBER

*Crumbling walls here outline what may have once been a bedchamber or study. Stunted shrubs twist through heaps of rotted wood that may have once been furniture.*

If the furniture remnants here are moved, several large black beetles scurry forth (they are harmless). Characters making a successful DC 15 Wisdom (Perception) check locate a large iron key here, partially buried in the soil. This key opens the prison door within the Hideaway (area 2-10).

## AWARDING EXPERIENCE

If the key is found, award the party 100 XP.

## AREA 1-3 – THE FORGOTTEN PATH

*It appears this area was once the approximate center of the tower. A northern wall is mostly intact and is covered by moss. A path of flagstones, oddly devoid of weeds, leads toward another wall to the east.*

If the moss is cleared from the northern wall a faded fresco is revealed. The image portrays a robed man standing on a flagstone path (not dissimilar to the one in this area) and holding an ornate staff overhead with both hands. The frescoed man is human, bearded, and has a stern expression on his face.

If a *detect magic* spell or similar effect is used in the area, the eastern wall registers strongly of conjuration magic, as do the flagstones on the path.

If the eastern wall is approached via the path, a diamond-shaped outline appears on the wall. The glowing shape is approximately 6 feet high and 4 feet across. The area within the glowing outline is solid if touched and does little beyond shedding dim light, but if a character assumes a pose similar to that in the fresco and holds any staff (or even a large branch) overhead, the center of the diamond outline fills with swirls of glowing grey mist.

Characters stepping into the mist are immediately teleported into **Deldrammon's Hideaway** and appear in the western half of area 2-1. Characters that don't discern the portal's function through experimentation may alternately make a DC 12 Intelligence (Arcana) check to glean its purpose and operation.

Approaching the eastern wall without using the path causes no reaction whatsoever.

## AWARDING EXPERIENCE

If the characters discern the pathway's operation and open the Hideaway portal, divide 500 XP among them.

## DELDRAMMON'S HIDEAWAY

### GENERAL FEATURES

**Walls and Doors.** All walls, floors, ceilings, and doors in the Hideaway appear to be crafted from an unknown gray stone. The stone is actually a magical contrivance made from force energy. For practical purposes, the doors and walls are immune to physical damage and even destructive spells such as *fireball* leave no mark upon them. Doors that are specifically labeled as being constructed of metal or wood are affected normally.

**Dire Traits.** The Hideaway is pocket dimension between Gehenna and the Nine Hells, and energy from these planes has begun to permeate the sanctum. Upon entering the Hideaway all characters must make a DC 14 Wisdom save or develop one of the following unwholesome personality traits.

### D6 Trait

- 1 *Avarice.* Affected characters develop a newfound lust for treasure. Obtaining valuable items is a goal worth great physical risk, or jeopardizing one's allies.
- 2 *Calculating.* Affected characters begin to view allies as pawns to be manipulated for personal benefit or safety. Even simple transactions become a means to gain power or influence and the character embraces any opportunities to control others.
- 3 *Selfish.* Those affected become certain that they are entitled to greater shares of treasure, desire first choice of loot found, expect preferential treatment when it comes to healing and other beneficial spells. They also become more hesitant to use expendable items, such as potions, to aid others.
- 4 *Secretive.* Affected characters become increasingly taciturn and secretive, hiding their motives and thoughts from friends and allies. Routine questions may be perceived as prying.

- 5 *Paranoid*. Affected characters begin seeing plots behind seemingly normal actions. Friends and comrades are viewed as duplicitous, suspicious, and perhaps threatening. Clearly, something in the Hideaway is affecting *everyone else* and turning them into a threat...
- 6 *Bloodthirsty*. Affected characters, even spellcasters, begin to revel in physical combat and take pleasure in drawing blood. Denied such combat for too long, the character grows restless, irritable, or mean-spirited.

The GM should take players with affected characters aside individually and describe traits in detail, encouraging *active but not overt* roleplaying of any dire trait acquired. A character's overall personality does not change, but the dire trait triggers odd thoughts that bubble to the surface at inopportune moments.

If a player specifically states that their character is resisting these new urges they may attempt a DC Wisdom 16 save to resist the trait for 1 hour, after which it returns. After a character leaves the Hideaway, acquired dire traits rapidly vanish.

Enthusiastic roleplaying of a dire trait should earn a 500 XP award for that individual character after (and if) the trait disappears.

**Restrictions.** *Dimension door, meld into stone, passwall, plane shift, teleportation circle*, and all teleportation effects do not function within the Hideaway.

**Otherworldly geometry.** The rooms inside the Hideaway do not take up space in the conventional sense. Larger rooms may be found placed between corridors that would normally be spaced too close together to allow such a room to fit, etc.

## AWREA 2-1 – ENTRY

*You have emerged from the swirling mist into a brightly lit, nearly circular chamber. To either side of you are long benches, flanked by tall urns and four suits of plate mail set on low pedestals. The suits are ornate, with fluted features and horned helms.*

A cluster of *drifglobes* some 15 feet above provide light. The clay urns are ornamental and empty. The two suits of armor nearest the entry point are normal, but the rear

pair are actually **armored horrors**. The horrors swiftly move to intercept any intruders attempting to leave the room via the eastern door and attack until destroyed, unless the characters soon sit on the benches (as if they were waiting to be properly received). Deldrammon will never again be here to “receive” guests, so sitting characters that stand again are subject to attack. Creatures passing through the room moving east to west are not accosted by the armored horrors.

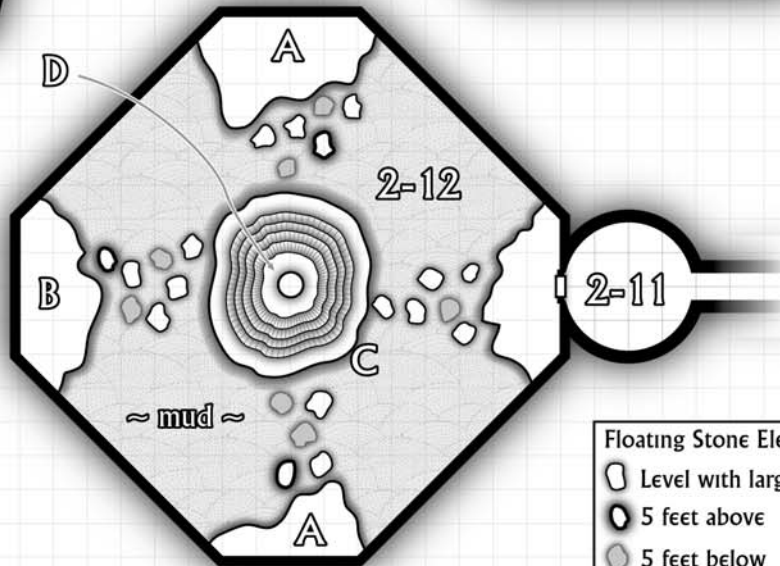
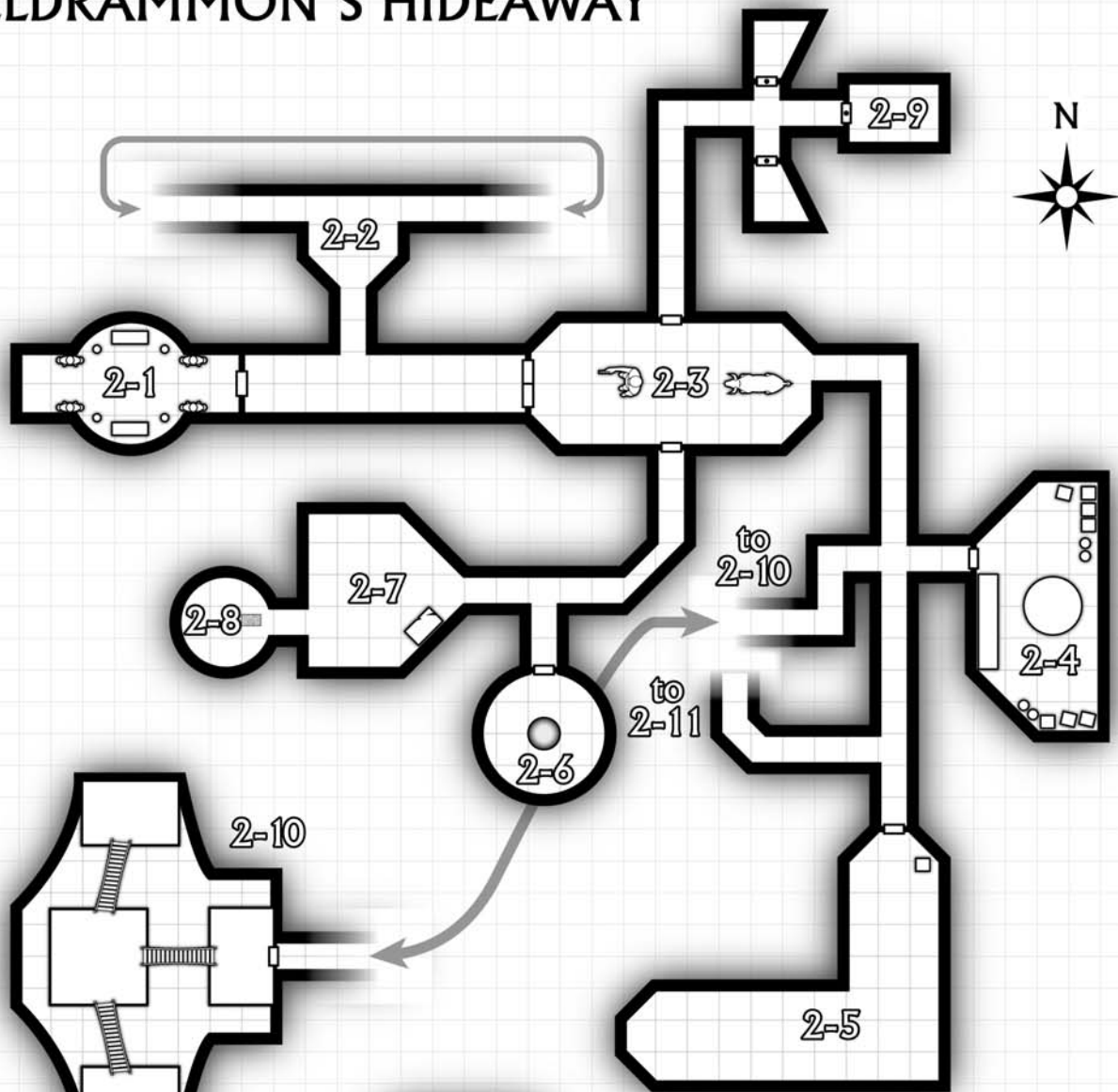
If any characters sit on the benches, a *permanent illusion* is triggered. The walls fade and are replaced by a quaint forest vista, replete with twittering bird calls, the faint smell of pine, and a gently blowing breeze. After 30 minutes, or if all seated characters stand, the room reverts to normal.

Those turning back to the now apparently solid wall where they entered may notice (on a DC 14 Wisdom [Perception] check a scratched sigil. A successful DC 10 Intelligence (Arcane) check identifies this as a sigil that denotes ‘desire’. Characters wishing to depart the Hideaway need only stand where they emerged and strongly express a desire to return home. An individual doing this is pulled into the western wall here and finds themselves emerging on the pathway back at area 1-3, facing away from the portal wall.





# DELDRAMMON'S HIDEAWAY



□ = 5 Feet

**Floating Stone Elevation Key**

- Level with large platform
- 5 feet above
- ◐ 5 feet below



## ARMORED HORROR (2)

*Medium construct, unaligned*

**AC:** 20 (plate, shield)

**Hit Points:** 60 (8d8 + 24)

**Speed:** 30 ft.

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

**Skills:** Perception +4

**Damage Immunities:** force, lightning, necrotic, poison

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

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

**Languages:** Understands its creator's language but cannot speak

**Challenge:** 4 (1,100 XP)

**Energize:** When an armored horror is subjected to lightning damage, it regains a number of hit points equal to the damage dealt, up to its maximum number of hit points.

**Magic Resistance:** The armored horror has advantage on saves against spells and other magical effects.

### ACTIONS

**Multiattack.** The armored horror makes two battleaxe attacks, or one battleaxe and one withering gaze (if charged) attack.

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

**Withering Gaze (Recharge 5-6):** The armored horror releases a beam of force energy from its helm in a 15-foot line. Each creature in the area must make a DC 14 Dexterity save, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one.

*A formidable-looking figure wearing plate mail stands before you, but through the eye visor slit only a blue glow is visible.*

## AREA 2-2 – ROBING ROOM

*This small, triangular room contains two wardrobes, a padded chair, and several low tables. Extending to the north and south of this room are narrow hallways lined with many hanging robes.*

The furniture here is fine rosewood and of good workmanship. The tall wardrobes contain mundane garments, such as caps, scarves, belts, gloves, and slippers. All are non-magical.

The northern wardrobe has three drawers. In the bottom-most drawer, covered by an ascot, is a tiny leather pouch that contains *dust of disappearance*.

If any characters explore the side corridors, provide the following description:

*Numerous robes and garments hang to either side of each hallway - long ornamental robes with elaborate designs, robes of dark silk, ochre robes of coarse cloth and more. The garments here are hung not on hooks, but rather thorn-like protrusions that emerge from the walls.*

The robes here were used for Deldrammon for spellcasting, studying, meditating, or simply relaxing. If any robe is removed, the protrusion that held it lengthens, grows fingers, and appears to reach for the robe. Giving the robe to the hand turns it back to a simple hook once more. The hands, although perhaps disconcerting, are harmless - a small sign of the growing influence of Gehenna over the Hideaway.

Most of the robes are mundane, but a successful DC 14 Perception (Wisdom) check in the northern hallway uncovers a brilliant robe tucked beneath another one made from regular cloth. The silvery, ankle-length robe is a *robe of stars*. If a systematic search is conducted here, allow a DC 12 Intelligence check to discover six other nonmagical robes here are worth around 50 gp each due to their materials and fine workmanship.

If a character walks more than 30 feet down either hallway they are teleported to the opposite hallway, heading in the same direction. For example, a character walking 30 feet northward is teleported to the southern corridor and find themselves walking north toward the central room.

## AWARDING EXPERIENCE

Award 100 XP to any character finding the magical robe.

## AREA 2-3 – TROPHY ROOM

*This area is softly illuminated by floating globes of light and appears to be a trophy room of some sort. A large marble statue of a robed figure dominates the center of the room. Standing 15 feet tall, the figure points a rod menacingly toward the chamber's entrance.*

Toward the back of the room is another statue of what appears to be a bull or similar animal, fashioned of bronze plates.

Arrayed on the walls is a variety of curious objects: several skulls, a large set of golden-brown wings, an enormous maul, a scythe, two crossed swords, a long snakeskin, a dented shield, a stuffed cave bear head, and a tattered standard emblazoned with a red eye. There are also two small tables, one of which holds a platter of white sticks while the other bears a small metal coffer. Several animal furs lie on the floor.

**Statues.** The wizard statue, although intimidating, is inert and harmless. The figure, meant to represent a mighty wizard, is a testament to Deldrammon's ego.

The second statue, however, is something more - it is in fact a bronze bull held in magical stasis that is released from bondage if anyone lingers more than five minutes in this area while not accompanied by Deldrammon. Characters examining the statue may attempt a DC 15 Wisdom (Perception) check to notice traces of a dried, blackish-red stain on its horns (for details, see Soiled Floor below).

**Wall Items.** The skulls are those of ogrekin, the wings were obtained from a mountain griffin and the maul belonged to a giant Deldrammon slew while adventuring. If any of these are touched, the handler instantly receives a related vision of the item's background.

The skulls, if touched, reveal snarling ogrekin ravenously consuming a deer hank, hunkering down in dank caves, and embarking on a raid—and the viewer sees this *from the perspective of the ogre*. Likewise, touching the wings produces visions of swooping down from great heights and seizing a cow from a field, while the maul brings visions of roaring giantkin waging bloody clan within a mountainside fortress.

The GM should note that these magical visions are not simply visual, but incorporate all senses—a character touching the wings, for instance, hears the howling wind in their ears as they dive downward, feel the chill of the air, etc. The visions do not cause harm, but their strength can be almost overwhelming to the unprepared.

The scythe, shield, and swords are usable but otherwise unremarkable.

**Coffer.** The coffer is latched and bears a pin trap. A successful DC 16 Wisdom (Perception) check is required to spot the trap and disarm it, otherwise the person opening the coffer is subject being struck by a poisoned pin.

The pin extends 3 inches straight out from the lock. It deals 1 piercing damage and the victim must make a DC 15 Constitution save or be poisoned for 1 hour. Inside the coffer are three odd broaches laid on purple velvet: a black iron hook, a violet urn, and a coiled bronze whip. These are nonmagical but are worth 500 gp each as curios, and a successful DC 22 Intelligence (Arcana) check allows characters to identify the unique broaches as being of dark elf manufacture.

**Sullied Floor.** Characters examining the overall room or floor may attempt a DC 15 Wisdom (Perception) check to notice a dried, blackish-red stain on the floor. This was left by an overly adventurous mezzodaemon that encountered the bronze bull, was promptly gored, and escaped the Hideaway to the Prime Material.

**Stuffed Bear Head.** If a character closely examines the bear head, allow the player to make a DC 15 Intelligence (Investigation) check to discover that twisting the bear's left eye releases a catch and opens the bear's mouth. On the bear's tongue is a *ring of resistance (fire)*.

**Platter of White Sticks.** These ivory sticks are meant for prognostication and fortune telling, and characters making a DC 12 Intelligence (Religion) check recognize their purpose. A random handful of the 30 sticks are grasped and then tossed in a pile; the selection, arrangement, and layering render a glimpse of the future. Reading a stick toss requires a successful DC 15 Intelligence (Religion) check, and allows the player to roll on the following table to determine their supposed fate:

D8	Possible Fortunes
1	Predicts annihilation for the entire party.
2	Predicts dire fate for the subject.
3	Predicts deadly challenges in the near future.
4	Predicts dissent with the party.
5	Predicts a traitor arising from within the party.
6	Predicts a life-changing quest to come.
7	Predicts a lucky twist of fate in the coming days.
8	Predicts good fortune for the subject and their associates.

Foretellings predicted by the sticks are quite random, and any fortunes that come true do so by mere chance. The set of fortune sticks are worth 400 gp to the right temple or collector.



## BRONZE BULL

Medium construct, unaligned

**AC:** 20 (natural armor)

**Hit Points:** 114 (12d10 + 48)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	2 (-5)	10 (+0)	7 (-2)

**Condition Immunities:** petrified, poisoned

**Senses:** darkvision 60 ft., passive Perception 14

**Languages:** -

**Challenge:** 5 (1,800 XP)

**Enchanted Attacks:** The bronze bull's melee attacks are treated as magical.

### ACTIONS

**Multiattack:** The bronze bull makes two hoof strike attacks, or one gore attack and one hoof strike attack.

**Gore:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 4) piercing damage. If the bronze bull moved 20 feet in a straight line toward a target before hitting the attack, the target must succeed on a DC 14 Strength save or be knocked prone and bronze bull may make a hoof strike attack against it as a bonus action.

**Hoof strike:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. A target struck by two hoof strikes in the same turn must succeed on a DC 16 Constitution save or be stunned until the end of their next turn.

### AWARDING EXPERIENCE

Award 100 XP to any making use of the fortune sticks. Award 100 XP to a character that discovers the magical ring hidden within the bear head, and award 200 XP to any character that opens the coffer without incurring injury and an additional 150 XP if the broaches are identified.

### AREA 2-4 – LABORATORY

*This sizable chamber appears to be a laboratory. A long table nearest the door holds various pieces of glassware - beakers, tall flasks, rows of vials in racks, and other oddly shaped containers.*

*Numerous small boxes and clay containers are on display, as are jugs wrapped with thick twine, a bucket, and two casks. Against a far wall are several large, lidded bins. Near the center of the room is a larger, low-set table that supports something large covered with a dust sheet. The shrouded object is at least eight feet across.*

Some of the glassware still bear stains or smells from their former contents. Small containers here still hold cuprite, powdered bone, powdered fool's gold (iron pyrite), fulminating silver, hardened tree sap, hornblende, salt, sand, and many other ingredients that lend themselves to chemical experimentation.

The contents of most of the clay containers have evaporated, but one contains oil of vitriol (sulfuric acid). If splashed on a target as an improvised weapon attack the acid does 10 (2d8) acid damage.

There are four bins: one holds two long aprons and protective leather gloves, one holds feathers (from ducks and similar fowl), one holds rotten wooden sticks, and the last, nearly empty, holds long animal bones. One cask still holds a flask-worth of water, the other is half full of vinegary wine.

**Large table.** Strapped to the underside of the table is a vellum scroll that contains fragmentary notes on the creation of the *Vessel of the Endless Wastes*. The scroll is discovered on a successful DC 14 Wisdom (Perception) check.

The following snippets of interest are in the scroll:

*"To create the Vessel of the Endless Wastes requires a gem of utmost quality."*

*"The Vessel must be maintained, lest the Hideaway fall."*

*"The Vessel cannot be easily accessible. Protect it."*

Clever players may be able to discern from the above that the gem at the top of the Spiral (area 2-12D) is very special and powers the Hideaway.

Beneath the sheet is a zombie eye tyrant. The tyrant was subject to endless experiments by Deldrammon and it has lain here for long years in a state of semi-dormancy. At the sound of intruders, the tyrant slowly (or sooner if uncovered by the curious) becomes aware of its surroundings, hovers, and attacks, its dim intellect fueled by rage at its long imprisonment and the past injustices inflicted against it. The eye tyrant suffers disadvantage on its initiative roll because of its long slumber. It has no treasure.

If destructive fire- or lightning-based spells are employed here, there is a 25% chance an interaction with chemicals stored here causes an explosion! Should this occur, all creatures in the chamber must make a DC 15 Dexterity save or take 14 (4d6) fire damage.

### ZOMBIE EYE TYRANT

*Large undead, neutral evil*

**AC:** 17 (natural armor)

**Hit Points:** 93 (11d10 + 33)

**Speed:** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	4 (-3)	8 (-1)	5 (-3)

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, poisoned, prone

**Senses:** darkvision 60 ft., passive Perception 9

**Languages:** understands Deep Speech and Undercommon but cannot speak

**Challenge:** 6 (2,300 XP)

**Undead fortitude:** If damaged reduces the zombie eye tyrant to 0 hit points, it must make a Constitution save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a successful save, the zombie eye tyrant drops to 1 hit point instead.

### ACTIONS

**Multiattack:** The zombie eye tyrant makes two attacks with its eye rays.

**Eye ray:** The zombie eye tyrant uses a random magical eye ray, choosing a target that it can spot within 60 feet of it.

1. *Paralyzing Ray.* The targeted creature must succeed on a DC 14 Constitution save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

2. *Fear Ray.* The targeted creature must succeed on a DC 14 Wisdom save or be frightened for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

3. *Enervation Ray.* The targeted creature must make a DC 14 Constitution save, taking 40 (9d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 14 Dexterity save or take 45 (10d8)

force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a save. If the target is a Huge or larger non magical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

5. *Leeching Ray.* The targeted creature must make a DC 14 Constitution save, taking 18 (4d8) necrotic damage on a failed save. The zombie eye tyrant immediately heals a number of hit points equal to the damage inflicted, up to its hit point maximum.

6. *Possession Ray.* The targeted creature must succeed on a DC 14 Wisdom save or be possessed. For one round the zombie eye tyrant may issue an order to the affected creature as if it were under the effect of a *command* spell.

*This massive floating horror turns to face you, small eyes on stalks squirming, yet its opaque main eye appears to be sightless. The creature's body bears numerous battle wounds and signs of rot, and the thing bears a charnel smell.*

## AREA 2-5—SPELLEXPERIMENTATION CHAMBER

*As you step into this room, an acrid smell assaults your nostrils. This large, unusually shaped chamber appears largely empty, but the floor bears the remnants of chalk markings and wax drippings. A wooden box sits on the floor, just inside the entrance. The wall at the far end of the room is thoroughly blackened, as if burnt by incredible heat. Other walls here also bear black marks and are oddly scored.*

This chamber was used by Deldrammon to test particularly dangerous or destructive spells

The wooden box holds 28 normal candles of white, black, or red wax, as well as six sticks of white chalk bound with twine. The far wall is indeed scored with carbon, as Deldrammon frequently practiced spell casting here, but if wiped clean the wall is found to be undamaged and unmarked. Characters exploring the room that make a successful DC 12 Wisdom (Perception) check will find the stubs of three candle stubs as well as grains of sulfur powder.

## WAREA 2-6 – MEDITATION CHAMBER

The doors swing open to reveal a high-ceilinged, circular chamber. A round fire pit lies in the center of the area, surrounded by woven mats. Dim but steady illumination is provided by glowing globes of light that float overhead.

Squatting near the fire pit are four creatures of savage disposition. Two of the humanoids carry polearms, wear only torn rags over their pebbled, purple skin and sport beards that look as if they were fashioned from wire. The other two creatures are smaller but no less sinister in appearance - red-skinned humanoids held aloft by semi-transparent wings. The numerous long spines on their limbs, their thorny tails, and their forehead horns denote otherworldly origins.

Their faces twist into sneers as they catch sight of you. Near the humanoids is a fearsome canine, a mastiff-like creature with sooty skin and eyes that glow like smoldering red coals. Cords in its neck straining, the creature tenses to pounce.

This room was Deldrammon's meditation chamber. The fire pit is a magical construct, alighting when living creatures draw near with an illusionary flame and even providing warmth, but it consumes no fuel and produces no smoke.

Aisbaddon (area 2-8) has stationed these devils and his faithful pet here as guards. He and Nessandra (area 2-9) suspect they are not alone in the Hideaway, so they are being cautious until they can find a way out. The devilkin happily engage intruders, and while their orders are to capture intruders for questioning they are known to be somewhat overzealous when attacking enemies...

### BRIMSTONE HOUND

*Medium fiend, lawful evil*

**AC:** 14 (natural armor)

**Hit Points:** 45 (7d8 + 14)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	6 (-2)	13 (+1)	6 (-2)

**Damage Immunities:** fire

**Condition Immunities:** charmed, poisoned

**Senses:** darkvision 60 ft., passive Perception 15

**Languages:** Understands Infernal but cannot speak

**Challenge:** 3 (700 XP)

**Keen Senses:** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Bite:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

**Fire Breath (Recharge 5-6):** The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity save, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

**Lockjaw (Recharge 4-6):** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 15). Until this grapple ends, the target is restrained and takes 10 (2d6 + 3) piercing damage and 2 (1d4) fire damage at the start of each of its turns. The hound cannot use this attack while grappling a creature in this way.

### METAL-BEARDED DEVIL (2)

*Medium fiend, lawful evil*

**AC:** 13 (natural armor)

**Hit Points:** 60 (8d8 + 24)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	12 (+1)	10 (+0)

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

**Damage Immunities:** fire, poison

**Condition Immunities:** charmed, poisoned

**Senses:** darkvision 90 ft., passive Perception 11

**Languages:** Infernal, telepathy 120 ft.

**Challenge:** 3 (700 XP)

**Magic Resistance:** The devil has advantage on saves against spells and other magical effects.

**Steadfast:** The devil cannot be frightened while it can see an allied creature within 30 feet of it.

### ACTIONS

**Multiattack:** The devil makes two attacks: one with its corseque, and one with its beard or fiery spittle.

**Beard:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target must succeed on a DC 14 Constitution save or be poisoned for 1 minute. While poisoned in this way, the



target cannot regain hit points. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

**Corseque:** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. Alternatively, the devil may choose to deal no damage and instead use its secondary blades to unbalance a foe dismounting mounted creatures or knocking standing creatures prone.

**Fiery Spittle (Recharge 5-6):** The metal-bearded devil spits a small ball of fire at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 14 Dexterity save. Creatures in the area take 3 (1d6) fire damage and 3 (1d6) necrotic damage on a failed save.

## SPINE-COVERED DEVIL (2)

*Small fiend, lawful evil*

**AC:** 12 (natural armor)

**Hit Points:** 22 (5d6 + 5)

**Speed:** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	12 (+1)	11 (+0)	7 (-1)

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

**Damage Immunities:** fire, poison

**Condition Immunities:** charmed, poisoned

**Senses:** darkvision 90 ft., passive Perception 12

**Languages:** Infernal, telepathy 120 ft.

**Challenge:** 2 (450 XP)

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

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

**Magic Resistance:** The devil has advantage on saves against spells and other magical effects.

**Steadfast:** The devil cannot be frightened while it can see an allied creature within 30 feet of it.

### ACTIONS

**Multiattack:** The devil makes two attacks: one with its arm slash and one with its fork, or two with its tail spines.

**Arm slash:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

**Fork:** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

**Tail Spine:** *Ranged Weapon Attack:* +4 to hit, range 20/100 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) poison damage.

## AREA 2-7 – STUDY

*This room may have once been a study or studio, but all now lies in ruins. Near the entry is a shattered desk, and the floor is littered with overturned chairs, glass, and other broken bits of furniture. Standing amid the debris is a towering, muscular figure with ruddy skin clad only in windings of chain.*

The tall figure is Aisbaddon, a chain-clad devil in the service of Nessandra (area 2-8). Aisbaddon spent the last few hours searching Deldrammon's study for clues about a possible exit to the Prime Material Plane until the fruitless search led him to a characteristic rage and he broke everything in sight. He moves swiftly to intercept any intruders that might endanger his mistress. Treat this entire room as difficult terrain due to all the broken furniture and glass laying on the floor.

Much of the room is in ruins, but amid the refuse are a few items of value. Characters making a successful DC 15 Perception (Wisdom) check may roll on the following table. Items may be found only once, until no items remain.

D4	Item
1	A single gold coin
2	A broken drawer that contains burned records and a slip of paper that says "open only the right side" in Common
3	A lacquered mahogany box (see below)
4	A metal flask holding a <i>potion of fire breathing</i>

**Lacquered mahogany box.** One end of this box is burned, but the original contents are intact: a *deck of many things* with 13 cards. This powerful magic item could have a lasting effect on individual characters the GM is cautioned to replace it with a different magic item, they feel it could impact their campaign negatively.

## CHAIN-CLAD DEVIL

*Medium fiend, lawful evil*

**AC:** 17 (natural armor)

**Hit Points:** 85 (10d8 + 40)

**Speed:** 30 ft.

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

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

**Damage Immunities:** fire, poison

**Condition Immunities:** charmed, poisoned

**Senses:** darkvision 120 ft., passive Perception 11

**Languages:** Infernal, telepathy 120 ft.

**Challenge:** 8 (3,900 XP)

**Magic Resistance:** The devil has advantage on saves against spells and other magical effects.

**Steadfast:** The devil cannot be frightened while it can see an allied creature within 30 feet of it.

### ACTIONS

**Multiattack:** The devil makes two attacks with its chains.

**Chain:** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 3 (1d6) piercing damage at the start of each of its turns.

**Chain Burn (Recharge 6):** A target grappled by the chain-clad devil must make a DC 14 Dexterity save, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.

## AREA 2-8 – SCRYING CHAMBER

*This chamber is oddly circular, with curved walls and ceiling that are completely covered with intricate sigils that glow with a dim amber radiance. The floor is featureless and empty, save for a single woven mat.*

*An imposing figure turns at your entrance. She appears to be a female warrior clad in ebony plate mail of unusual design, replete with horned helm, serrated vambraces, and ornate cuirass. Hanging at her hip is a coiled rope that glows like fitful embers. Her face, framed by the unruly blonde tresses that peek from beneath her helm, is comely but her features are sharp and her eyes cruel. Wings with dusky red feathers unfurl at her back and she fingers her sword pommel.*



This chamber is Deldrammon's scrying chamber. If a person sits in the center of the chamber and concentrates, the sigils glow and swirl, glowing brighter and brighter until the walls begin to display visions of elsewhere. The chamber's power is limited: it may only be used once per day for one minute in time, and the user must maintain a high level of concentration and have some familiarity with the location observed. If a character attempts to use the room, they must make a successful DC 20 Intelligence (Arcana) check. If the check fails, the character must make a DC 15 Constitution save or suffer mental exhaustion for a day, making any other Intelligence checks or spell attack rolls at disadvantage until they complete a long rest.

The creature is Nessandra, a dirae originating from Dis, second layer of the Nine Hells. Nessandra and her small band are renegades – devils that attempted a coup to gain influence and failed utterly. They only escaped certain punishment in the Nine Hells by penetrating the Hideaway's weak boundary, and now seek refuge elsewhere. They would love to reach the Prime Material Plane to continue their schemes there unhindered, but have not yet uncovered the way.

Nessandra is highly intelligent and not rash. If she encounters intruders here she assumes they have defeated Aisbaddon. Rather than attempt to hide her true nature, she (with sword carefully drawn) attempts a parley, stating that she only seeks to escape the Hideaway and offering, with feigned caution, to join forces to that end.

Oddly enough for a devil she is telling the truth about her goal, though she doesn't elaborate. If questioned about escaping from this place, the dirae (honestly) claims that she believes will or desire play a part in exiting the Hideaway. She is right, but incorrectly believes that the exit lies in this chamber and is connected somehow to the room's scrying function.

Nessandra uses any combat with another creature or distraction to turn on the party *if* she deems the opportunity a good one, using her *rope of entanglement* before attacking with her sword. If any of her comrades escaped death at the hands of the adventurers, she orders her fellows to join the party and maintain a truce... until the right moment, of course.

Nessandra wears a (soulless) *ring of mind shielding*. On her belt are four hide pouches that contain the following: 6 green spinels worth 200 gp each, a wax-sealed metal flask holding *elixir of health* (2 doses), a comb with jade insets (worth 200 gp), and a crystal vial of perfume (worth 80 gp). She also openly wears a jeweled anklet worth 1,200 gp. Sewn into the hem of her shirt is a *gem of seeing*, discoverable on a successful DC 14 Intelligence (Investigation) check.

## NESSADRA, DIRAE OUTCAST

*Medium fiend, lawful evil*

**AC:** 18 (plate)

**Hit Points:** 120 (16d8 + 40)

**Speed:** 30 ft., fly 60 ft.

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

**Saving Throws:** Str +7, Dex +7, Con +7, Int +7, Wis +6, Cha +8

**Skills:** Deception +12

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

**Damage Immunities:** fire, poison

**Condition Immunities:** charmed, poisoned

**Senses:** darkvision 120 ft., passive Perception 12

**Languages:** Infernal, telepathy 120 ft.

**Challenge:** 11 (7,200 XP)

**Hellish Weapons:** The dirae's weapon attacks are magical and on a hit the target must succeed on a DC 15 Constitution save or be stunned. The target can repeat the save at the end of each of its turns, ending the stunning effect on a success.

**Magic Resistance:** The devil has advantage on saves against spells and other magical effects.

### ACTIONS

**Multiattack:** The dirae makes three weapon attacks, or uses her *rope of entanglement* and make one weapon attack.

**Barbed Longsword:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 3 (1d6) damage from the weapon's cruel barbs.

**Longbow:** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

### REACTIONS

**Parry:** The dirae adds 3 to its AC against one melee attack that would hit it. To do so, the dirae must see the attacker and be wielding a melee weapon.

## AWARDING EXPERIENCE

If the party defeats the dirae found in this chamber, divide 7,200 XP among them. If they obtain information from Nessandra regarding possible means to exit the Hideaway, divide 250 XP among them.

## AREA 2-9 – PRISON

*The corridor here terminates in a dead end. At the eastern hallway terminus is a barred iron door with silver glyphs upon it. Other metal doors are to the north and south.*

All characters with a passive Perception of 18 or more feel a deep chill, and get a growing sense of foreboding here. Many areas of the Hideaway bear simple doors made of the gray material native to his pocket dimension and not stone, so these doors should strike the curious as an oddity.

The portals to the northern and southern cubicles are locked, though they can be picked with thieves' tools and a successful DC 15 Dexterity check.



The northern cubicle contains a face-down skeleton in moldering robes - the remains of a one-time rival to Del-drammon. The southern cubicle contains only dust.

A successful DC 16 Intelligence (Arcana) check determines a rough meaning behind the many glyphs on the central door; they serve as a warning and curse the being within to eternal torment. This thick door is sealed with silver, locked, and barred. The lock can be picked with thieves' tools and a successful DC 20 Dexterity check, or it may be opened using the iron key from area 1-2.

The silver seals are easily broken with the application of force, and any character with a Strength of 16 or greater (or characters with a combined Strength of 16) can dislodge the door's thick bar.

The iron door opens to a small dismal chamber, occupied by a wrathful spirit. Once a rival mage imprisoned here by Del-drammon, the unfortunate creature died long ago but his spirit remained trapped and was exposed to the permeating negative energy of Gehenna throughout its torment. Now all that remains is an enraged, vengeful spirit that happily attacks its rescuers.

## WRATHFUL SPIRIT

*Medium undead, neutral evil*

**AC:** 14

**Hit Points:** 67 (9d8 + 27)

**Speed:** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	14 (+2)

**Damage Immunities:** necrotic, poison

**Damage Resistances:** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered

**Condition Immunities:** blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, prone, restrained

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** Common

**Challenge:** 5 (1,800 XP)

**Amorphous:** The wrathful spirit can move through a space as narrow as 1 inch wide without squeezing.

**Incorporeal Movement:** A wrathful spirit can move through creatures or objects as if they were difficult terrain. The wrathful spirit takes 5 (1d10) force damage if it ends its turn inside an object.

## ACTIONS

**Life Drain:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution save or its hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if their hit point maximum is reduced to 0 or less.

*An inky mass hovers in the air, its sentience betrayed by two fierce points of amber light that burn with malice.*

## AWARDING EXPERIENCE

If the party defeats the wrathful spirit, divide 1,800 XP among them, or 500 XP if they leave the central iron door undisturbed.

## AREA 2-10 – CHAMBER OF BATTLE

*The door opens to reveal a wooden walkway that connects to a stone platform near the center of a high-ceilinged chamber. Jagged boulders can be seen on the platform, and you can see additional walkways leading off to other platforms. The ground below the platforms is formed of jagged spurs of rock interspersed with smoldering embers.*

*Atop a far platform, something gold sits on a marble pedestal. Your gaze is soon drawn upwards, however, for two skulls, encircled with crackling blueish-green energy, hover and fly about the chamber. The skulls swiftly turn to face you, their eyes burning with malign energy.*

The walkways are constructed of planks and rope, and although sturdy they flex and sway alarmingly when walked upon. The scattered boulders range from 3 to 5 feet high. Both boulders and walls show obvious signs of blackening from fire or spells.

The ground 10 feet below the walkways is covered by a *permanent illusion*, and is fact sand spread over the magical substance that makes up most of the Hideaway. If characters somehow fall from a platform or walkway to the sand below, they take 1 point of bludgeoning damage only.

Shortly after anyone enters this area, the chamber produces illusionary weather at random -sometimes a setting sun and light wind, sometimes bright overhead sunlight, and at other times more extreme weather such as driving rain that actually seems to dampen the skin.

**Golden Chest.** The gold item on the far platform is a small chest with a round top, painted gold. Inside the chest are several (worthless) lead bars, painted gold. The base of the chest, however, contains a secret compartment that can be found by a character making a successful DC 18 Intelligence (Investigation) check. Inside is a *dagger of defense*, a magical weapon that provides no combat advantage but functions similarly to *bracers of defense* if worn.

Two cinderskulls hover here, and were tasked by Deldrammon to engage any spellcasters that enter after a short interval. The cinderskulls were created from the skulls of Deldrammon's one-time rivals, and though they are bound to obedience they still retain some slivers of intelligence and memory of their former lives and needed little urging to attack the evil wizard.

It has now been many years since Deldrammon entered his chamber and their adherence to their original instructions has wavered. They still pause for approximately 30 seconds before attacking and still seek out robed individuals or individuals casting spells, but now they will also engage other intruders unless engaged in conversation.

If addressed, the cinderskulls respond in papery whispers. They do not remember their names or how exactly they came to be here, but can recall a few random events from their former lives as spellcasters and possibly impart rudimentary information. They know nothing of the Hideaway beyond this chamber. As a guide for the GM, possible questions posed to the cinderskulls and their answers (delivered in an eerie twin cadence) follow:

**Why are you here?**

*"We are bound to serve."*

*"We are here forever."*

**What is your purpose.**

*"We are to provide challenge."*

*"We are to slay he who imprisons us."*

**Why do you attack us?**

*"We follow our instruction."*

*"It is our purpose to provide sport."*

**Who were you?**

*"We were rivals to him."*

*"We are now forever punished."*

**Where is the one that bound you?**

*"He has not entered ... so many years."*

*"We wait for him still."*

**Can we help/release you?**

*"We are bound to his order."*

*"We exist to challenge those with the talent."*

While questioned, the cinderskulls are nonaggressive. But left idle they soon adopt a hostile stance. Thinking characters may encounter them, speak to them quickly, and depart unharmed. The cinderskulls prevent any characters from reaching the golden chest, however, and a long-lasting truce with them is impossible. They cannot leave this chamber.

This chamber was used by Deldrammon to test his spellcasting and battle process. The platforms, arched wooden walkways, and cover provided by the boulders were meant to provide an arena environment with some variety.

When in need of 'exercise' Deldrammon would task himself with reaching the golden chest. He sometimes destroyed the cinderskulls in the process, knowing full well they would reform, and he took no small pleasure in repeatedly destroying these vestiges of his one-time rivals.

**CINDERSKULL (2)**

*Tiny undead, neutral evil*

**AC:** 14

**Hit Points:** 40 (9d4 + 18)

**Speed:** 0 ft., fly 60 ft. (hover)

**Skills:** Arcana +5, Perception +2

---

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

---

**Damage Resistances:** cold, necrotic, piercing

**Damage Immunities:** fire, poison

**Condition Immunities:** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** Common

**Challenge:** 4 (1,100 XP)

---

**Magic Resistance:** The cinderskull has advantage on saves against spells and other magical effects.

**Rejuvenation:** If the cinderskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* is cast on them.

**Spellcasting:** The cinderskull has retained the ability of a 5<sup>th</sup>-level spellcaster. Its spellcasting ability is

Intelligence (spell save DC 13, +5 to hit with spell attacks). A cinderskull requires no somatic or material components to cast its spells. The cinderskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *ray of sickness*, *shield*

2nd level (2 slots): *cloud of daggers*, *slow*

3rd level (1 slot): *fireball*

---

### ACTIONS

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**Multiattack:** The cinderskull uses Fire Ray twice.

**Fire Ray:** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

*Two skulls surrounded by a nimbus of green light hover in the air, their dire purpose betrayed by the fierce points of emerald light that burn in their eye sockets.*

### AWARDING EXPERIENCE

If the characters engage the cinderskulls in conversation, divide 250 XP among them; or divide 1,100 XP among the party if they depart the area without fighting the cinderskulls at all. If the characters defeat the cinderskulls, divide 2,200 XP equally among them. If the party finds the magic dagger, award the group 250 XP.

### AREA 2-11 – TOWERING DOORS

*The door swings open to a circular chamber, lit softly from overhead. At one side of the chamber is a pew-like stone bench. At the other side of the room is a small round table, atop which are two metal flasks on a silver tray. Across the room are towering metal doors, some 20 feet high and covered in runes and leering, otherworldly faces.*

Resting near the door are two mezzodaemons - recent visitors from Gehenna. They have been instructed to stand guard here while their leader, a nycadaemon, investigates the area beyond.

The stoppered flasks each contain a *potion of superior healing* (1 dose). Characters examining the bench and able to make a successful DC 15 Intelligence (Investigation) check will notice tiny release levers on the box-like base. These cause it to open at either side.

If a character opens the bench at the right side (facing the character), a small cache holding a silver ring and a pair of black slippers is found. The ring is a magical *ring of*

*jumping* and slippers are *slippers of spider climbing*. These items were used by Deldrammon inside the Yawning Chasm (area 2-12). He placed the potions here in case he suffered injury while exploring it.

Characters carefully examining the left-hand cache (which requires a successful DC 12 Wisdom [Perception] check and may only be attempted if the access lever is found) notice that this cache door is sealed with a thin layer of wax. If a character opens the left cache, breaking the wax in the process, a cloud of gas is released that permeates this chamber for 30 minutes. Characters exposed to the gas must make a DC 16 Constitution save or be poisoned for 1 hour.

The great door radiates powerful abjuration magic if checked with a *detect magic* spell or similar ability. A character that makes a DC 12 Intelligence (Arcana) check will realize that the runes are protective in nature. The doors are unlocked and swing open easily, despite their size, leading to the Yawning Chasm (area 2-12).

### MEZZODAEMON (2)

*Medium fiend, neutral evil*

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**AC:** 18 (natural armor)

**Hit Points:** 75 (10d8 + 30)

**Speed:** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

---

**Damage Resistances:** cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities:** acid, poison

**Condition Immunities:** frightened, poisoned

**Senses:** blindsight 60 ft., darkvision 60 ft., passive Perception 13

**Languages:** Abyssal, Infernal, telepathy 60 ft.

**Challenge:** 5 (1,800 XP)

---

**Innate Spellcasting:** The mezzodaemon's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). The mezzodaemon can innately cast the following spells, requiring no material components:

2/day each: *darkness*, *detect magic*, *witch bolt*

**Fiendish Attacks:** Treat the mezzodaemon's natural and weapon attacks as magical.

**Magical Resistance:** The mezzodaemon has advantage on saves against spells and other magical effects.

### ACTIONS

**Multiattack:** The mezzodaemon makes two melee attacks, or it makes one melee attack and teleports before or after the attack.

**Claw:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage, plus 4 (1d6) poison damage.

**Spiked Tail:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

**Teleport:** The mezzodaemon magically teleports itself, along with any equipment it carries, up to 40 feet to an unoccupied space it can see.

*These beings have purple, chitin-like skin and four arms. Their heads are oblong and insectoid in appearance, including prominent mandibles and large, multi-faceted eyes.*



### AWARDING EXPERIENCE

If the characters open the right-hand side of the bench but not the left, divide 250 XP among them. Divide 3,600 XP among the characters if they defeat the mezzodaemons.

### AREA 2-12 – THE YAWNING CHASM

*The great doors open to an enormous chamber, a huge roughly octagonal space with cragged walls of purplish-red stone. Swirling indigo mists fill the place, sweeping violently about and limiting your vision.*

*The air is filled with huge chunks of gray rock; some of these massive, jagged stones hover motionless in air, some spin weightlessly in place, and still others fly rapidly in random directions. Alarming close to your platform, two large chunks of rock suddenly smash against one another in the air, sending deadly gray shrapnel in all directions.*

*The floor below appears to be some type of dark mud, but small eddies move about therein, seemingly of their own accord.*

This chamber encapsulates a portion of Gehenna in its natural state. The energies here threaten to destroy the Hideaway from within, and only the *Vessel of the Endless Wastes* keeps them in check. The *Vessel's* power has waned, however, and this has thinned the boundary between this chamber and the entire plane of Gehenna. This is what allowed the various extraplanar intruders to enter, and has also allowed some of the dire energy of Gehenna to seep into the rest of the Hideaway.

Characters entering this chamber must immediately make a DC 18 Wisdom save or acquire a dire personality trait (or perhaps acquire a second one) as detailed in Planar Effects.

**Rock and Mud.** Unlike the indestructible stone-like material that makes up much of the Hideaway, the otherworldly rock here may be shattered and broken. If a character falls into or steps onto the mud below it quickly flows over them. Breaking free of the mud unassisted requires a successful DC 12 Dexterity (Acrobatics) or DC 12 Strength (Athletics) check. Characters trapped by the mud take 2 (1d4) bludgeoning damage at the end of their turn.

Those touching the mud must also make a DC 15 Constitution save or have their Strength scored reduced by 1d4 points for 1 hour (this Strength loss only occurs once

and is *not* cumulative per round). In addition, any character covered by mud that has not already acquired a dire personality trait (as detailed in Planar Effects) does so, no save allowed.

In addition to the platform where the characters enter, there are three other stone platforms arrayed about the room. Discerning characters will find ‘pathways’ of floating stones that lead between the platforms, as well as to a center area, but the going is dangerous, as the elevation of the stones varies.

Leaping from one stone to another requires a successful DC 10 Strength (Athletics) check. If the target stone elevation varies, the check increases to DC 14. If a check is failed, the creature plunges to the floor below, taking 2 (1d4) points of falling damage for every 10 feet they fall and becoming subject to the mud effects (see Rock and Mud previously).

### AREA 2-12A – ROCKY SHELF

*You’ve reached an uneven, rocky shelf. Many shards of broken stone lie underfoot.*

There is nothing of value on this platform.

### AREA 2-12B – SHELF WITH STILL BODY

*A body clad in robes lies on this rocky shelf, face-down and motionless.*

If searched, the corpse reveals itself to be that of a human wearing bloodied robes. The players may believe this to be the body of Deldrammon, but it is actually the body of Ralibor, a young adventuring sorcerer that was teleported into the chasm using his now inoperable and burnt-looking *amulet of the planes*.

He carries no coins, but wears a leather belt pouch with 14 garnets (worth 50 gp each) and wears an easily found *wand of magic missiles*. A thorough search and a successful DC 14 Wisdom (Perception) check will reveal a *+1 fiend slayer dagger*, which deals an additional 4d4 damage to creatures with the fiend type, hidden in his boot.

### AREA 2-12C – THE ENDLESS SPIRAL

*Looming before you is a towering pillar of grayish stone. The massive cylinder is easily one 50 feet in diameter, perhaps more. Carved into the side of the massive pylon are hundreds or even thousands of steps, which curve around and around the structure and going upwards until they are lost from sight.*

**GM Note:** This is a complex obstacle with many challenges. Track the party’s progress up the Spiral carefully and note that **Flying Threats** comes into effect once the party begins climbing, **Terrifying Heights** applies at the 150-foot mark, and the **Arial Attack** encounter commences at the 200-foot mark.

This towering spire was native to the sphere of Gehenna that Deldrammon captured and encapsulated in this chamber. The spiral is ancient, perhaps thousands of years old, and it bears odd spires and spiked outgrowths of rock that appear almost organic.

The steps, which appear natural rather than fashioned, circle the 300-foot pillar and lead all the way to the top. There are no railings or handholds, and the steps are only 5 feet in width. The effect is almost that of a spiral staircase, made massive and utterly alien in design.

**Flying Threats.** Occasionally a random chunk of rock slams into the Spiral or two flying boulders clash near the Spiral steps. There is a 50% chance every 50 feet climbed that an errant rock threatens the party. If an incident occurs, the GM should roll or select a result from the following table.

1D4	Result
1	<i>Flying stone.</i> A random party member is targeted by a ranged attack with a +8 to hit bonus, which deals 11 (2d10) bludgeoning damage.
2	<i>Spray of stone chips.</i> Two adjacent party members are targeted by a ranged attack with a +8 to hit bonus, which deals 7 (2d6) piercing damage.
3	<i>Ricocheting stone.</i> A random party member is targeted by a ranged attack with a +8 to hit bonus, which deals 2 (1d4) bludgeoning damage. If hit, the target must make a DC 12 Dexterity save or drop an item held in their hand (such as a weapon, staff, or shield) to the mud far below to be forever lost (Kindly GMs may allow for a small chance that the item lands on a Spiral step somewhere below the party.)
4	<i>Flying boulder.</i> A random party member is targeted by a ranged attack with a +6 to hit bonus, which deals 22 (4d10) bludgeoning damage.



Characters struck and taking 10 points or more damage while on the steps are treated as if they had vertigo (see Terrifying Heights below).

**Terrifying Heights.** Each character climbing the spiral must make a DC 15 Charisma save when they reach the midway point. Failure indicates a bout of vertigo caused by the dizzying height. Characters facing vertigo must make an additional DC 12 Constitution save or they will stagger off a step and into the abyss. If this occurs any adjacent characters can attempt a DC 15 Dexterity save and to grab and steady them, otherwise the afflicted character tumbles off the spiral and lands in the mud below (see mud notes in Rocks and Mud).

**Arial Attack.** As they reach the 200-foot mark, characters able to make a DC 12 (Wisdom) Perception check, or with a passive Perception of 12 or higher, are able to spot small forms flying around the topmost section of the spiral. A pack of five vargouasts have recently entered the Hideaway, attracted by the crystal's power, and have clustered around the Spiral in their confusion. They hungrily attack any characters moving above the 200-foot mark. Characters that 10 or more points of damage in a single attack while on the steps are treated as if they had vertigo (see Terrifying Heights above).

## VARGOUST (5)

*Tiny fiend, neutral evil*

**AC:** 13

**Hit Points:** 13 (3d4 + 6)

**Speed:** 20 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	4 (-3)	6 (-2)	2 (-4)

**Damage Resistances:** cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities:** acid, poison

**Condition Immunities:** frightened, poisoned

**Senses:** darkvision 60ft., passive Perception 8

**Languages:** Understands Abyssal, Infernal, and possibly others, but does not speak

**Challenge:** 1 (200 XP)

### ACTIONS

**Bite:** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 10 (3d6) poison damage.

**Kiss:** The vargouast kisses one paralyzed humanoid

within 5 feet. The target must succeed on a DC 12 Charisma save or become cursed. The cursed target loses 1 point of Charisma each hour as its head takes on fiendish aspects such as vestigial horns, elongated ears and growing fangs. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouast, while the rest of the body collapses into a pile of putrescence that reeks strongly of vinegar. *Remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete ends the curse, restores the victim's original Charisma score, and undoes the various fiendish head changes.

**Feral Shriek (Recharge 5-6):** Each humanoid and beast within 30 feet of the vargouast and able to hear its shriek must succeed on a DC 12 Wisdom save or be paralyzed until the end of the vargouast's next turn. If a target's save is successful or the effect ends for it, the target is immune to the Feral Shriek of all vargouasts for 24 hours.

*This flying horror resembles a fiendish head with sharp teeth and worm-like growths instead of hair. Its slanted, yellow eyes are oversized and its nose squashed and bulbous. The creature flies by means of leathery wings that sprout from where its ears should be.*

## AWARDING EXPERIENCE

If the characters reach the top of the Spiral, divide 1,000 XP among the party members.

## AREA 2-12D – THE PLATFORM

*Your wearying journey appears to be at an end. The steps lead onto the very top of the massive spiral, a flat platform marked only by a spike-like protrusion in the center. Resting on the tip of the spike - or possibly floating inches above it - is a massive crystal that slowly spins in place. The crystal gives off a brilliant purple glow that easily illuminates the entire platform and reveals a large figure.*

*A hulking, fiendish creature moves toward you. Its mound-shaped head blends seamlessly into its shoulders with little trace of a neck, and it seems to be of great mass. Its reddish lips part briefly, revealing twin rows of triangular teeth. Even if you could somehow ignore the enormous morningstar it bears, it seems obvious that the fiend was bred for combat. Pointed horns grow from its brow, countless spurs that jut from its arms and legs and even its star-shaped pupils look alien and intimidating.*

The creature is Yrroth, a nycadaemon. He and his fellow daemons entered the Hideaway through the Yawning Chasm. Intrigued by the crystal, Yrroth is lingering here to investigate. Although evil and utterly ruthless, daemons are mercenary in nature and may be bribed. Offering him a magic item may broker a day-long truce, even if his comrades have already been slain. Allow any character offering up magic items a DC 17 Charisma (Persuasion) check to broker a truce; offering at least one rare or very rare item lowers the DC to 13.

**The Crystal.** The crystal is the *Vessel of the Endless Wastes*, an artifact that maintains this pocket of Gehenna and keeps the Hideaway from collapsing. The *Vessel* appears to be a fist-sized gem that shimmers and glows with a bright purple radiance from within. It cannot be moved from the platform by physical or magical means. Even if the Spiral is somehow destroyed it remains in place, hovering in mid-air. If examined closely with a successful DC 20 Wisdom (Perception) check, tiny runes can be seen spinning within the crystal.

The *Vessel* is incredibly hard, but not invulnerable. A total of 80 points of damage destroys it. If targeted by blow or spell, treat the magical gem as having AC 10. If a character attacking it with a non-magical weapon rolls a natural (unmodified) 1 their weapon shatters into fragments. The gem takes double damage from acid and force damage, a *shatter* spell does 20 damage to it and a *wish* destroys it instantly. Characters that have acquired the dire trait *Avarice* are reluctant to see the artifact destroyed.

If the *Vessel* is destroyed, it is obvious that something major has occurred. Read the following description aloud:

*The great crystal shatters in a blinding, circular burst of lilac light. Around you, the air itself seems to vibrate and moan. Beneath you, the Spiral shudders, nearly knocking you to your feet.*

The destruction of the *Vessel* has destabilized both this chamber and the Hideaway around it. The rock activity around the Spiral visibly increases (see **Flying Threats** previously) and the Spiral itself is now cracking at its base and shudders alarmingly. Any vargouasts still present immediately flee, passing through the thin extraplanar membrane here to the safety of Gehenna proper.

The GM is encouraged to stage the collapse of the Spiral to dramatic effect, describing chunks of falling debris from above as the party frantically descends. When the party reaches the platform at the entrance, the Spiral be-

gins to collapse in a billowing cloud of dust. Around the party, the walls of the Hideaway begin to bend and flex. Any permanent illusions inside the Hideaway now behave erratically - the illusion in area 2-1 now displays a hurricane-style storm, for instance. Once the Spiral collapses, the party has 30 minutes to exit the Hideaway before it collapses in on itself, doing 55 (10d10) force damage to all creatures inside and ejecting them into Gehenna.

## NYCADAEMON

*Large fiend, neutral evil*

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**AC:** 18 (natural armor)

**Hit Points:** 123 (13d10 + 52)

**Speed:** 20 ft., climb 20 ft.

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STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	14 (+2)

---

**Damage Resistances:** cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities:** acid, poison

**Condition Immunities:** frightened, poisoned

**Senses:** blindsight 60 ft., darkvision 60 ft., passive Perception 10

**Languages:** Abyssal, Infernal, telepathy 40 ft.

**Challenge:** 9 (5,000 XP)

---

**Innate Spellcasting:** The nycadaemon's innate spellcasting ability is Charisma. The nycadaemon can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *levitate*

**Fiendish Attacks:** The nycadaemon's natural and weapon attacks are magical.

**Horrid Gaze:** Any creature that begins its turn within 10 feet of the nycadaemon and can see it must succeed on a DC 14 Wisdom save or be poisoned until the start of its next turn. On a successful save, the creature is immune to that nycadaemon's gaze for 24 hours.

**Magical Resistance:** The nycadaemon has advantage on saves against spells and other magical effects.

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### ACTIONS

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**Multiattack:** The nycadaemon makes two melee attacks, or it can make one melee attack and teleport before or after the attack.

**Claw:** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Morningstar:** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

**Teleport:** The nycadaemon magically teleports itself, along with any equipment it carries, up to 60 feet to an unoccupied space it can see.

## AWARDING EXPERIENCE

If the characters defeat the nycadaemon or fashion a truce with it, divide 5,000 XP among the characters. If they destroy the *Vessel* divide an additional 5,000 XP among them.

## CONCLUDING THE ADVENTURE

Upon emerging back into the ruins, the characters notice that sun is in the same position as when they entered the Hideaway - it appears that no discernable time has passed on the Prime Material Plane while the party was inside the Hideaway.

If the party destroyed the *Vessel*, the Hideaway is no more and the magical pathway in the ruins has been rendered inert.

The villagers nearby are grateful to hear that the threat of additional creatures from elsewhere has been eliminated. The party has earned the favor of the village elders and should the party ever need a place to lay low or a place to refuel and replenish mundane supplies, Northswold is receptive to them.

Upon hearing the news the nearest local temple dedicated to a good-aligned god also bestows a gift (recommended gift is a box holding one *potion of superior healing* and one *potion of vitality*).

## RECURRING THREATS

If Yrroth or Nessandra are alive and the *Vessel* has not been destroyed at the end of this adventure, there could be complications for the characters.

Yrroth's group eventually finds access to the Prime Material Plane and happily spend at least a week terrorizing the surrounding area before attempting to return home. Their main aim is to accumulate wealth and magic, but they revel in causing terror and pain in their wake as well. A powerful group – or possibly just one that looks powerful – could bribe them to depart, however.

Nessandra is another matter. As an outcast from the Nine Hells with no love of Gehenna and its tiresome yugodaen, the dirae would delight in establishing a new lair on the Prime Material Plane where easy prey are plentiful. Given time, she is quite capable of assembling a sizable cult of like-minded creatures to serve her and would eventually pose a dire threat to the area. If she is slain while wearing her *ring of mind shielding* her soul enters the ring and she eventually communicates telepathically with the ring's new owner, posing as a benign spirit.

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