

A Gritty Fantasy Adventure for Levels 15–20

The DEMON PLAGUE



XANCROWN'S PRISON



James Introcaso & Johnn Four



THE DEMONPLAGUE PART IV: XANCROWN'S PRISON

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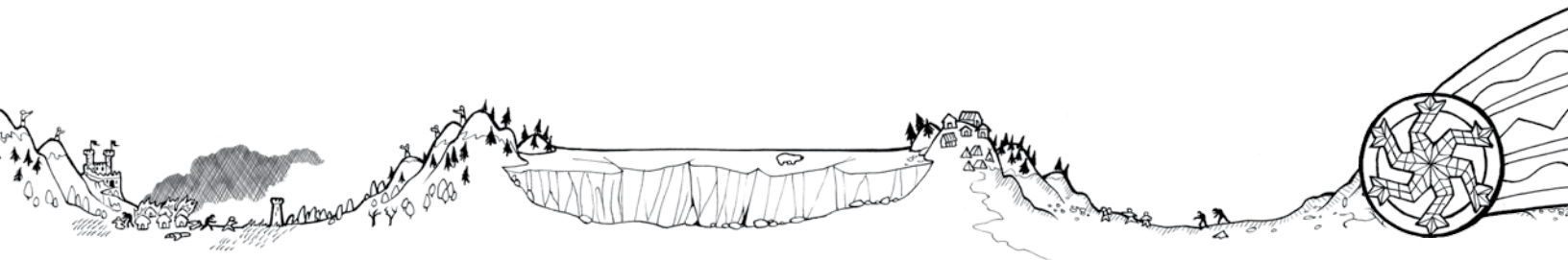
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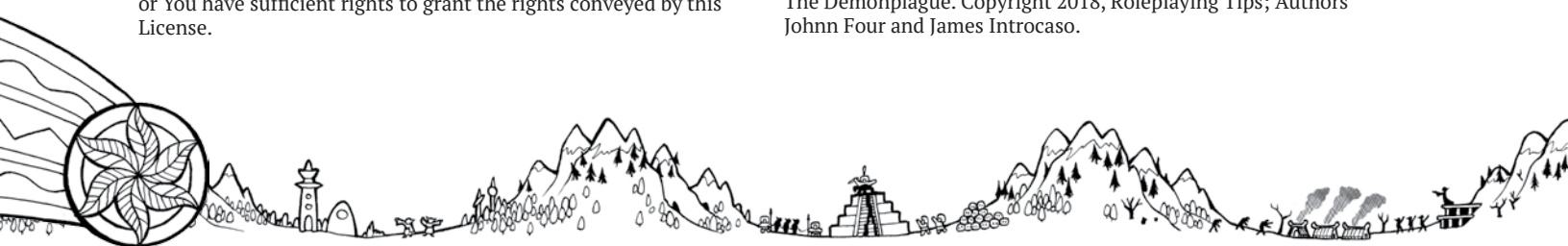
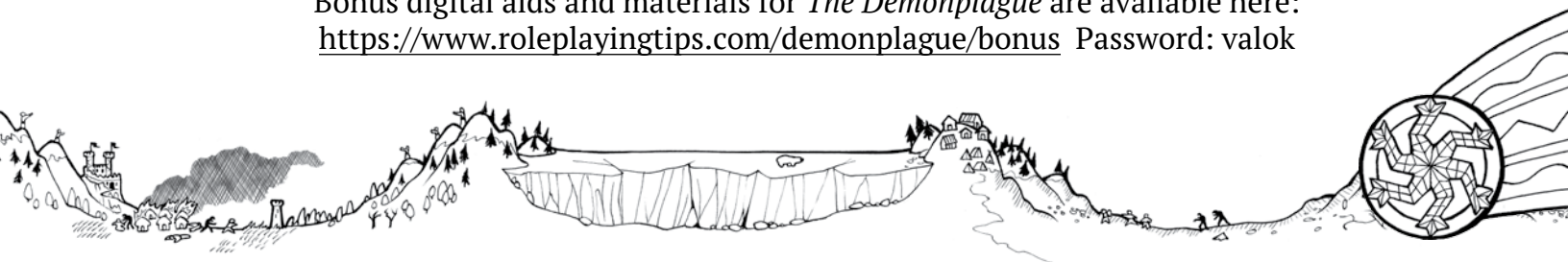


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Bonus digital aids and materials for *The Demonplague* are available here:
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CHAPTER 1: INTRODUCTION

Xancrown's Prison is a dungeon crawl adventure for Fifth Edition that takes player characters from level 15 to 20. This adventure is the fourth in a storyline of four modules called *The Demonplague* that can be played as an entire campaign that takes characters from level 1 to 20. The entire adventure (or just pieces, characters, or encounters from *Xancrown's Prison*) can be dropped into any fantasy setting with minimal changes.

Background

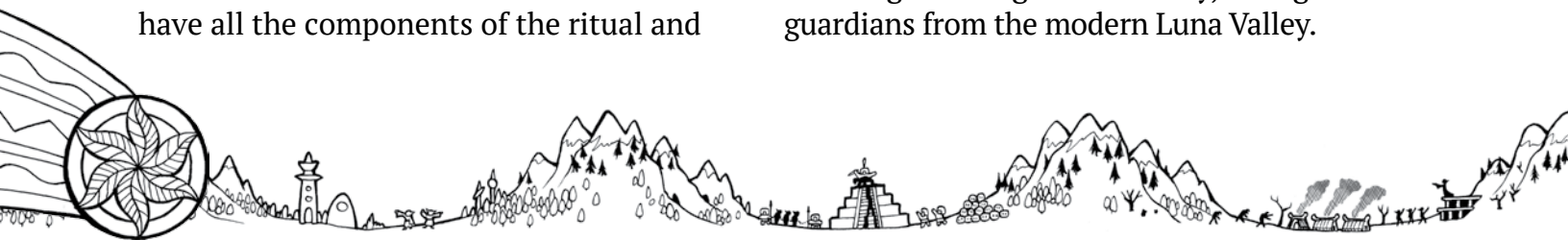
Most of the background for *Xancrown's Prison* is contained in *The Demonplague* campaign's first three modules, *The Frozen Necromancer*, *The Winter Druid's Legacy*, and *Icefall*. *Xancrown's Prison* picks up directly where the last adventure left off.

If the characters have come this far, it is assumed they are looking to enter the Demonplague Dungeon to end Xancrown's reign of terror once and for all using the Minas Herion ritual. The characters should have all the components of the ritual and

have learned to cast it from Feraie or one of the other Minas Herion druids.

Several ages ago, dying Duladarin star elves first imprisoned the mighty plague demon Xancrown in a special dungeon created by the magic ritual that Minas Herion eventually adapted as their own. A millennium later, the Al Nasar gold dwarves dug into the earth to build their city, Maragath's Prize, and discovered the entrance to the dungeon. This disturbance woke Xancrown who spread his plague among the dwarves. The Yugtug greenskins, followed by the Raceon humans, discovered the ancient dwarf city during their eras and suffered similar fates when they disturbed the dungeon.

The dungeon is a living structure. Each time Xancrown's plague destroyed a civilization, it absorbed some of the victims' souls and drew them into the dungeon, turning them into guardian undead and demon-hating devils that guard the plague demon's cell. The halls of the Demonplague Dungeon have taken on twisted aspects of each culture the demonplague laid low. A new section of the dungeon has grown recently, taking on guardians from the modern Luna Valley.



Five guardians within the dungeon hold keys to the cell that imprisons Xancrown. The characters must find these souls and get the key from each to kill Xancrown and use the ritual. If the heroes fail in this, they've just opened the door so Xancrown can escape...

Meanwhile, the plague demon has fully woken. With the Ice Tongue Glacier melted, he is free to send his plague out from his cell and wreak havoc on the Luna Valley. Time is of the essence now. The characters must defeat the plague demon before Tomar's Crossing is leveled.



Adventure Synopsis & Hook

If the characters have come this far, they likely have one goal — kill Xancrown. To do that they'll need to find each of the five guardians and obtain the keys to Xancrown's cell. Once this is achieved, all they need to do is open the cell, defeat Xancrown, and cast the Minas Herion ritual. Easier written than done.

THE WORLD OF THE DEMONPLAGUE

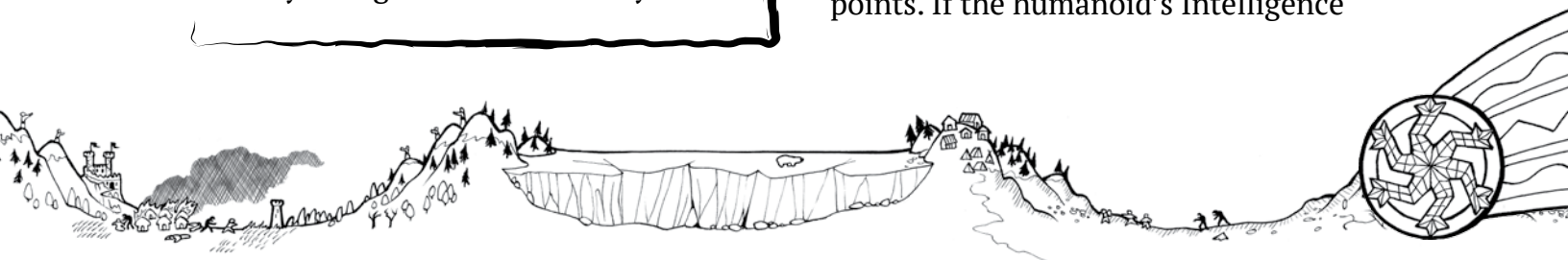
Details of the adventure's world have been left intentionally vague because *Xancrown's Prison* is meant to be dropped into your favorite setting. The world outside the valley, religions, and more have details filled in only where necessary so you can easily change them to fit in any world.

The Demonplague

Mighty plague demons, like Xancrown, can create a heinous disease that ravages humanoids, turning them into undead demonic creations called valok that desire only to kill and consume others, including other valok. The valok can spread this dread disease, the demonplague, just by looking at another humanoid.

Within 1d4 hours of contracting the disease, an infected humanoid grows physically stronger but begins to lose its mind. The humanoid's Strength score is raised to 19 unless it already has a higher score. The humanoid's Intelligence score drops 1d6 points.

At the end of each long rest, an infected humanoid must make a DC 16 Constitution saving throw. On a failed save, the humanoid's Intelligence score loses 1d6 points. If the humanoid's Intelligence



score falls to 0, it dies and returns to life as a valok 3d10 minutes after death. If the humanoid is a PC, the GM takes control of the character. On a successful save, the humanoid regains 1 point of Intelligence. If the humanoid's Intelligence score returns to normal the disease is cured. The disease cannot be cured by any magical means, other than using the ritual outlined in *The Winter Druid's Legacy* and *Icefall*.

Character Advancement

We recommend characters level up after facing ten encounters within the dungeon. This keeps a good pace for most groups. This method will level up the characters a little faster than the normal method of tracking experience points.

The Plague Still Rages

When the characters enter the Demonplague Dungeon, the world outside does not cease to function, so time is of the essence. The faster the characters kill Xancrown, the more lives they save. Tally the number of days the characters spend in the dungeon. For each day that passes while Xancrown is alive, 1d10 people in Tomar's Crossing die from the demonplague. Each time the characters return to town and at the conclusion of the adventure, inform them how many people have died of the terrible disease.



CHAPTER 2: THE DEMONPLAGUE DUNGEON

Read or paraphrase the following text when the characters enter Maragath's Prize:

A rush of stale air and the echoes of dead silence are all that greet you as you make your way down the steps of this tunnel that leads to Maragath's Prize. You travel for what seems like miles, the world becoming deeper and darker. This place is so far beneath the earth that the lack of light is a black more pure than any you have ever experienced. The air down here is thick with the scent of death and the heavy moisture of rot.

Suddenly the stairs end and give way to a once-great city. Twisted dwarf skeletons, gnawed on and mutated by the demonplague, lie about the streets. Ancient domed buildings stand firm, with barely a crack even after thousands of years of neglect thanks to brilliant Al Nasar architects.

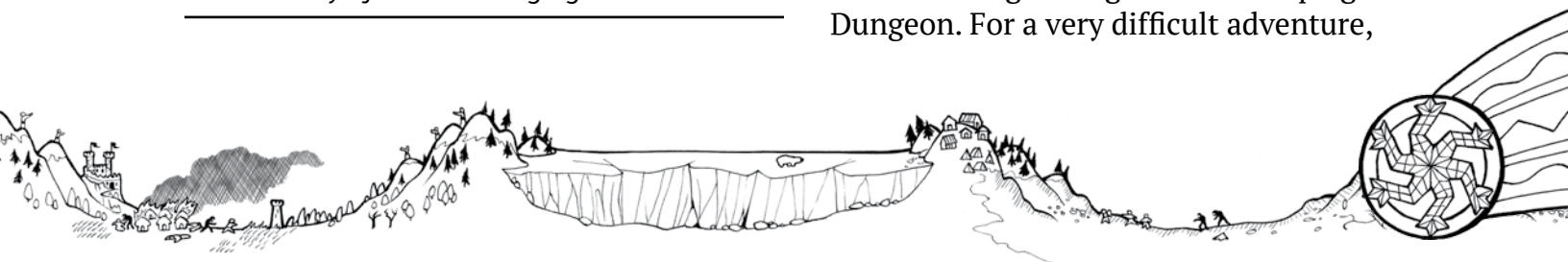
As you move down the street towards the newer parts of the city, you spy a massive sinkhole 50 feet across that descends into darkness. This is the ancient entrance to the Demonplague Dungeon, uncovered by the Al Nasar dwarves and so many after them long ago.

Descent Into the Demonplague Dungeon

The characters must descend 1,000 feet into the sinkhole to reach its floor and the entrance to the Demonplague Dungeon. At the bottom of the pit are more twisted, broken skeletons, but not just those of dwarves. Goblinoids and humans are in the mix as well. Read or paraphrase the following box text when they reach the door of the Demonplague Dungeon:

Amid the bones, a brass door that depicts a horrid grinning face with razor sharp teeth and enormous boils seems to be watching you with its eyes. It opens its mouth to speak. "Abandon hope," the face begins in a demonic chorus of voices, "for your approach has woken Xancrown."

Before continuing, decide what sort of challenge you want your group to have while running through the Demonplague Dungeon. For a very difficult adventure,



read option A, which does not allow them to leave the dungeon until Xancrown is dead. For a hard adventure, read option B, which allows them to leave and reenter the dungeon twice. For a moderate adventure, read option C, which allows them to leave and reenter the dungeon each time they gain a key. For an easy adventure, read option D, which allows them to leave and reenter the dungeon as much as they'd like.

Option A:

"As Xancrown's agitators you may enter this place, but you cannot leave while Xancrown lives..."

Option B:

"As Xancrown's agitators you may enter this place, but you may only leave and return twice before being locked inside. Spend your time wisely."

Option C:

"As Xancrown's agitators you may enter this place, but you may only leave this place after obtaining one of five keys to Xancrown's cell. Good luck."

Option D:

"As Xancrown's agitators you may enter this place."

Resting in the Demonplague Dungeon

Each time the characters take a long rest in the Demonplague Dungeon, they must succeed on a DC 15 Constitution saving throw or contract the demonplague.

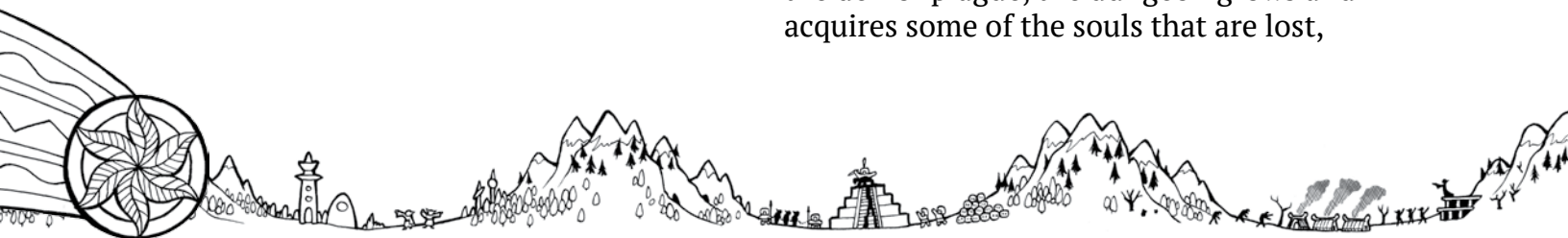
If the characters take a short or long rest in an area of the dungeon that isn't secure (occupied by other creatures that consider the characters allies), roll a d10. On a roll of 8 or above, the characters experience a random encounter chosen or rolled from the Wandering Monsters table.

Wandering Monsters

d6	Monster(s)	Page
1	1 vampire	SRD 355
2	2d4 vampire spawn	SRD 357
3	2d4 wraiths	SRD 358
4	3 chain devils	SRD 278
5	2 horned devils	SRD 279
6	2 ice devils	SRD 280

Factions in the Demonplague Dungeon

There are five factions in the Demonplague Dungeon. Most have been there for over a thousand years. As lives are taken by the demonplague, the dungeon grows and acquires some of the souls that are lost,



MONSTERS IN THE DEMONPLAGUE DUNGEON

Monsters in the Demonplague Dungeon are converted souls lost to the demonplague. These monsters take on the appearance of the converted soul. A vampire might have the body of a goblinoid while a horned devil could have the body of a gold dwarf. Each time the characters encounter a monster and you aren't sure of its heritage, choose or roll on the Monster Heritage table. The monster can speak and understand any additional languages associated with its heritage.

Monster Heritage

d10 Heritage

1-2	Duladarin star elf
3-4	Al Nasar gold dwarf
5-6	Yugtug greenskin
7-8	Raceon human
9-10	Present day Luna Valley humanoid (This creature can be any humanoid race you choose. There is a 5% chance the characters recognize the creature as someone living they crossed paths with who is now dead.)

twisting them into undead and devils. This is a defense mechanism meant to keep intruders from breaking into the Demonplague Dungeon to free Xancrown.

Souls selected as guardians are immortal. When souls are slain, the walls of the

Demonplague Dungeon catch them, heal them, and return them to their devil or undead forms after a month's time (which means the dungeon can repopulate itself if the characters really drag their feet).

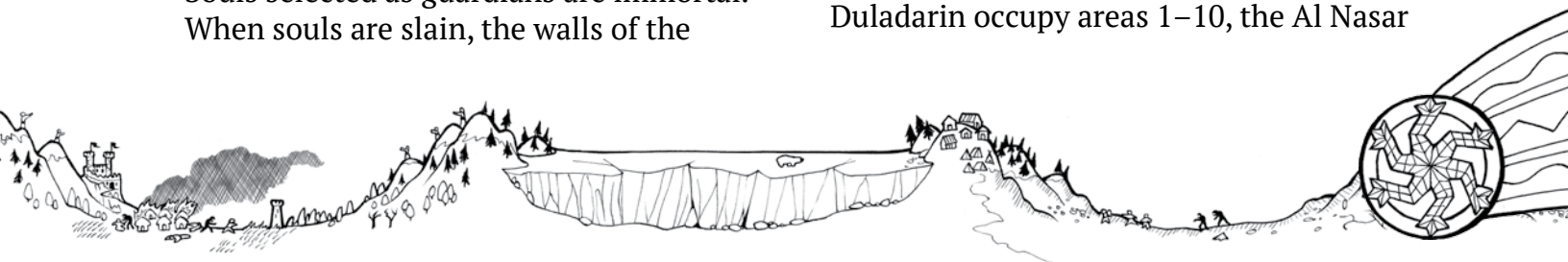
The first faction to appear in the dungeon was a group of star elf souls converted into devils and undead. For one thousand years they stood as guardians, and then the spirits of the Al Nasar dwarves came. These two factions stood as guardians together, though either faction thought themselves superior to the other. Xancrown came to the valley because he was hunting the elves. The dwarves were just stupid enough to wake him up.

Everything changed when the souls of the Yugtug greenskins were brought on as guardians. The Duladarin trusted their new companions as well as any, but the Al Nasar thought this was an affront to their duties as guardians. The Al Nasar went to war with the Yugtugs within the dungeon, while the Duladarin remained neutral. An endless battle was waged in the halls of the dungeon between the two factions for a thousand years.

Then the Raceon human souls arrived. These guardians saw the war between the Al Nasar and Yugtugs and interposed on behalf of the Yugtugs. There has been an uneasy peace between the factions since.

Now the souls of current-day residents of the valley are arriving as guardians in their own section of the dungeon. There is pressure on these new faces to make nice with everyone, but the recently deceased do not trust easily....

Currently, each faction occupies an equal number of rooms in the dungeon. The Duladarin occupy areas 1–10, the Al Nasar



occupy areas 11–20, the Yugtug occupy areas 21–30, the Raceons occupy areas 31–40, and the newcomers occupy areas 41–50.

Inside the Demonplague Dungeon

[1] Entrance Hall

Read or paraphrase the following text:

You descend curving steps into a short stone hall of bright light. Green vines cover the walls, creating magnificent patterns. A stone door is shut to the south directly across from the steps, and two more portals are either end of the hall to the west and east.

Three Duladarin **wraiths** (SRD pg. 358) lie hidden in the walls, watching the characters. They wait for the entire party to come down the steps and attack, fighting to the death.

[2] Entrance Hall

Both doors to this room are locked and the key is long gone.

Read or paraphrase the following text when the characters open the door to this room:

Across this long hall you can see another door. Green vines grow every which way and the air has the smell of plants about it. Hanging via these vines from the ceiling are two female dwarf-shaped creatures who appear to be formed entirely of ice – not just their bodies,

FEATURES OF THE AREA – THE DEMONPLAGUE DUNGEON

Art and Architecture. The art and architecture of the Demonplague Dungeon represents the occupying faction's derivative civilization. When examining such items, a DC 15 History (Intelligence) check correctly identifies the civilization.

Ceilings. Unless otherwise noted, the ceilings here are 30 feet high.

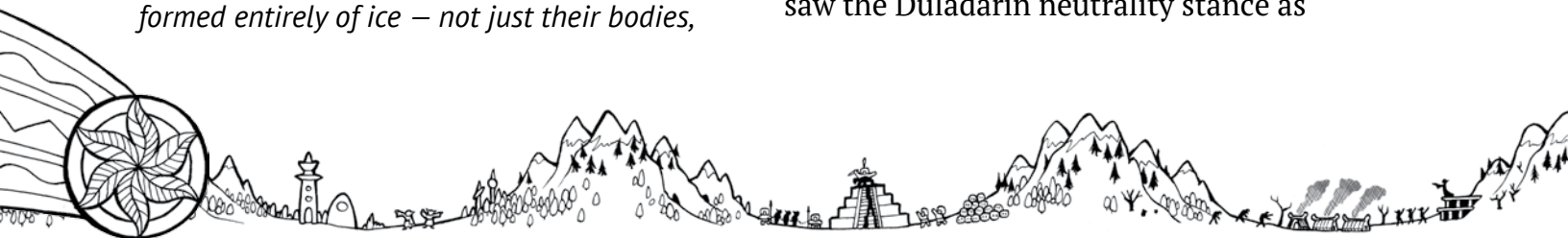
Doors. Unless otherwise noted, all doors are stone (AC 17, 27 hit points) and unlocked. If a door is locked, a DC 22 Strength check forces the door open and a DC 17 Dexterity check made with thieves' tools picks the lock.

Illumination. Each room is filled with bright light from torches with a *continual flame* spell cast on them in wall sconces.

No Need To Feed. Creatures inside the dungeon have no need for food or water. At your discretion, you can lift this effect for humanoids.

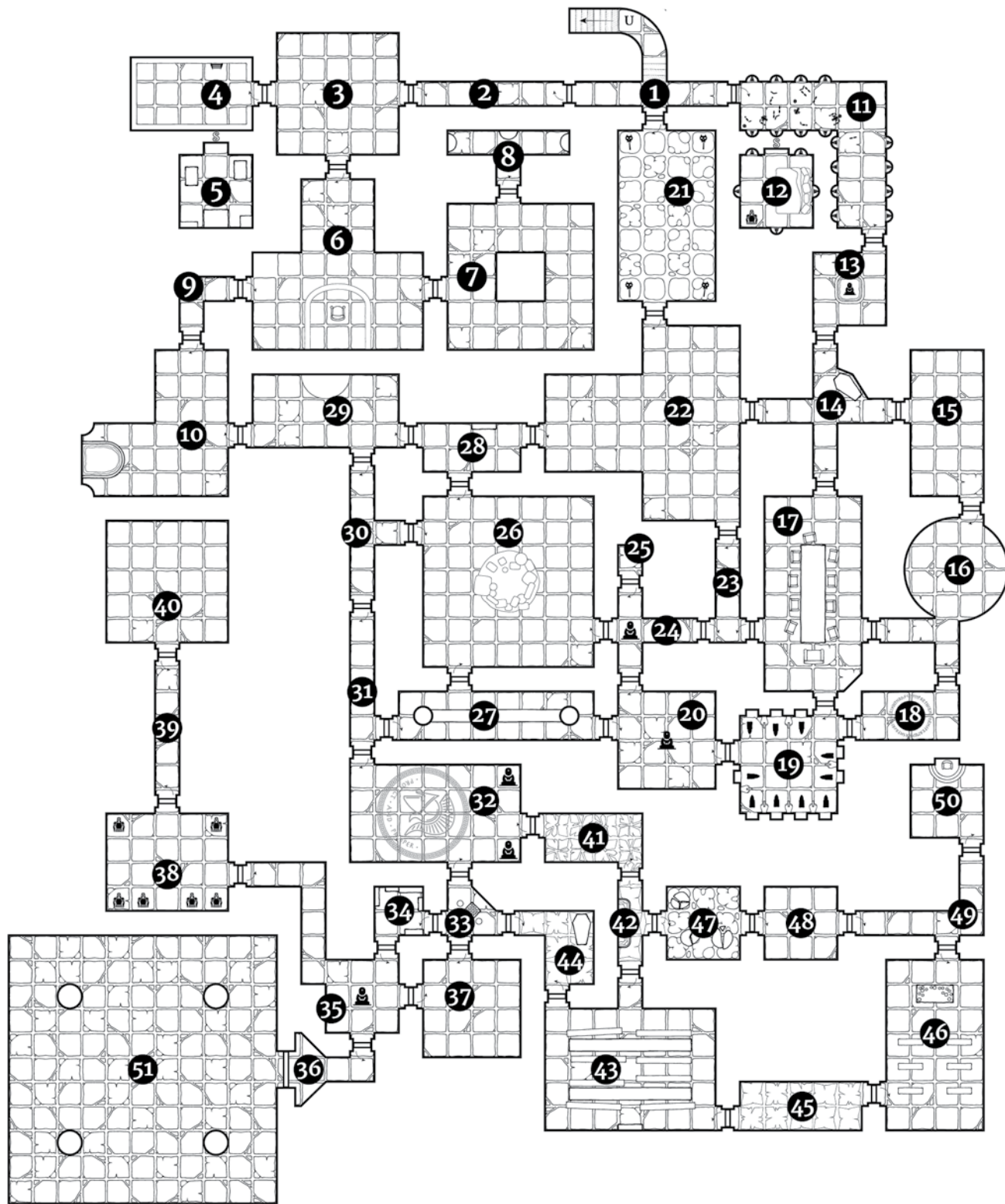
but all their clothes and equipment as well. A closer look reveals their hands end in long claws and their mouths have jagged teeth. "Newcomers? Please free us!" one of the dwarves cries in shock as she notices your arrival.

When the Yugtugs first arrived in the dungeon, the two restrained Al Nasar **ice devils** (SRD pg. 280), Felgah and Dregdah, saw the Duladarin neutrality stance as



DEMONPLAGUE DUNGEON

Level 1



betrayal. They took it upon themselves to attack the Duladarin and were overpowered. Rather than kill the wretches and just have them return, the ice devils were imprisoned here and locked away for thousands of years.

Felgah, a rotund ice devil, and Dregah, a muscular ice devil, beg the characters to free them. They promise to spread the word to the Al Nasar faction that the characters are helpful, and if it comes up they promise to put in a good word with the Al Nasar keyholder, Jariot. Felgah and Dregah are telling the truth. If the characters free them, they have advantage on all future Charisma ability checks made to interact with any Al Nasar creatures, but if their actions are discovered by the Duladarin, the characters have disadvantage on all Charisma checks made with members of this faction.

The vines holding the devils are magically enhanced. A DC 15 Strength check is required to break them. Creatures restrained by the vines cannot make this check. Dealing 10 or more points of acid, fire, or slashing damage to the vines in a single turn also cuts a creature free.

[3] Hall of Memories

Read or paraphrase:

Four enormous tapestries hang from branches growing out of each wall. They depict the war of the Duladarin star elves with demons, the journey of the Duladarin star elves from their home plane to the Luna Valley, the prosperous civilization they formed, and their end at the hands of Xancrown. These huge pieces of cloth go from floor to ceiling, covering the walls with spaces cut out for the three doors in this room. Each depicts hundreds of scenes.

The black and shadowy spirits of five Duladarin elves float about the room, examining the tapestries in detail.

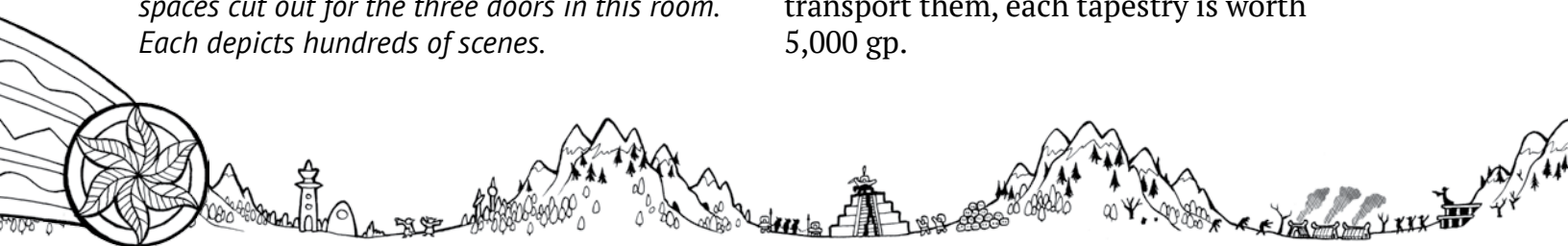
Five Duladarin **wraiths** (SRD pg. 358) amuse themselves here by examining the tapestries and letting the stories of their people wash over them. Each tapestry is so large and intricate that one can easily get lost in it for years.

When the characters enter this room, the wraiths assume they are intruders and attack, unless they have already made peace with the Duladarin. The wraiths fight to the death, or until a character convinces them with a DC 17 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the wraiths escort the characters to area 6 (page 14) to see Vaynala.

Tapestries. A creature (including a wraith) can pull down a tapestry as an action. The tapestry is large, and any creature within 20 feet of the wall must succeed on a DC 15 Dexterity saving throw or become covered and entangled in the art. Creatures with the Incorporeal Movement feature automatically succeed on this saving throw. While covered, a creature is blinded and restrained. A creature can escape from the tapestry with a DC 15 Strength (Athletics) check made as an action.

A character who spends an hour examining the tapestries can make a DC 17 Intelligence (Investigation) check. On a success, the creature learns about one of Xancrown's resistances or immunities. For more information, see **Xancrown** (page 44).

If the characters can figure out a way to transport them, each tapestry is worth 5,000 gp.



[4] Library

Read or paraphrase:

Shelves of ancient books reaching to the ceiling line this room, with an enormous rolling ladder to help people reach the high shelves. Eight Duladarin elves with white skin and jet-black hair peruse the shelves.

Eight Duladarin **wights** (SRD pg. 357) read books here to pass the time. When the characters enter this room, the wights assume they are intruders and attack, unless they have already made peace with the Duladarin. The wights fight to the death, or until a character convinces them with a DC 17 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the wraiths escort the characters to area 6 (page 14) to see Vaynala.

Four of the wights engage the characters in melee, while the others climb the shelves and use their longbows to attack.

Secret Door. One of the shelves on the southern wall is also a secret door. If a yellow brick painted to look like a book on the bottom shelf is removed, the entire shelf swings back, revealing a hidden room (area 5). A creature notices the yellow brick is not a book with a DC 17 Wisdom (Perception) check.

Books. A character who understands Elvish can spend eight hours reading through the books. At the end of that time, the character should make a DC 17 Intelligence (Arcana) check. On a success, the character learns one spell that Xancrown can cast. For more information, see **Xancrown** (page 44).

Shelves. Climbing the bookshelves is easy and anyone can do it at half their movement speed. The shelves are placed every three feet up the wall and have large ledges, which allow creatures to sit on them and make ranged attacks and cast spells. Sitting this way is a bit cramped for Medium and larger creatures, who suffer disadvantage on attack rolls while sitting this way, and attacks made against them have advantage.

Treasure. All books in this room are written in Elvish, and each is ancient and valuable. The entire collection of books is worth 30,000 gp if it can be removed.

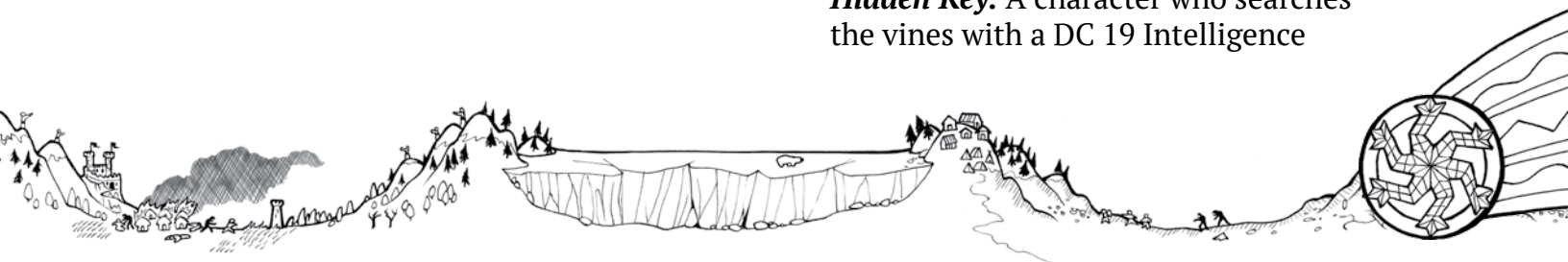
[5] Vaynala's Laboratory

Read or paraphrase:

Five tables are spread across this room, topped with books, papers, and alchemical instruments. Green vines grow along the walls, budding with various berries and flowers. High above you a voice calls out, "Hello! I see you've found the mistress's lab. Maybe I should take you to see her first before you go poking around, eh?" Looking up you see a yellow-skinned elf with massive curved horns and bat wings calling down nervously.

Marya, a Duladarin **horned devil** (SRD pg. 279), cares for Vaynala's laboratory. She knows the characters would be more than a match for her alone, so she offers to escort them to Vaynala in area 6 (page 14). If they attack her, Marya flees and tries to make it to area 6, screaming all the while about attacking intruders. Even if the characters have struck a deal with Vaynala, Marya still tries to get them to leave.

Hidden Key. A character who searches the vines with a DC 19 Intelligence



(Investigation) check finds a single heavy red flower that is warm to the touch growing underneath a group of thick overlapping vines. A DC 15 Intelligence (Nature) check reveals this flower is not one found in nature, and a character proficient with alchemist's supplies or herbalism kits knows this flower is not an alchemical ingredient.

A *detect magic* spell reveals an aura of abjuration magic coming from the flower. The flower is immune to all damage except cold damage. If it takes any cold damage, the flower splits open and reveals a key branded with a skull. This key is one used in area 36 (page 29) to enter area 51 (page 39), Xancrown's cell.

Treasure. Vaynala keeps her spellbook out in the open on a table here, which contains all the spells she has prepared plus *feather fall*, *floating disc*, *fog cloud*, *unseen servant*, *blink*, *lightning bolt*, *confusion*, *stoneskin*, *mislead*, *telekinesis*, *move earth*, *mass suggestion*, *reverse gravity*, *symbol*, *maze*, *mind blank*, *gate*, and *time stop*.

A character who searches through all the papers for 10 minutes finds 2d10 random *spell scrolls* with wizard spells on them. For each scroll roll a d10. The result is the level of the spell on the scroll (a roll of 10 is a cantrip). The specific spell is chosen by the GM.

Working in the Lab. The lab provides components and tools to make potions. A character who is proficient with alchemist's tools or an herbalism kit who spends 1 hour working in the lab can use these items to make 1 uncommon or common potion. A character who is proficient with alchemist's tools or an herbalism kit who spends 8 hours working in the lab can use these items to make 1 rare potion. The lab has

enough raw materials to make 4 potions and it takes 1 month for the vines to regrow the items needed to make more.

[6] The Hall of Vaynala

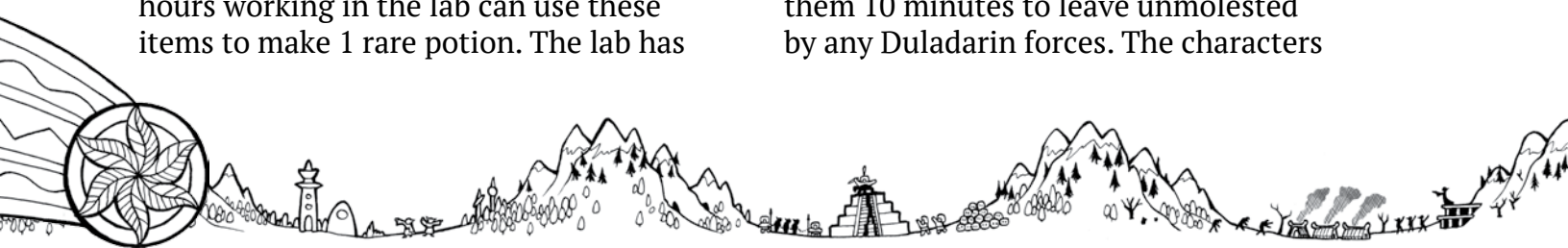
Read or paraphrase:

This room's walls are covered in green vines that show a group of Duladarin elves performing a ritual as Xancrown melts into the ground, the demon's face twisted in rage and pain. An ornate gilded throne stands at the room's center, atop which sits an undead female elf. Her eyes have rotted away, leaving red points of light in the sockets. She is dressed in the ancient finery of the Duladarin.

Two green-scaled elves covered in sharp barbs flank either side of the throne. They speak in unison and surprise, "Hold intruders! What business do you have here? Speak quickly or die at the feet of Vaynala!"

The leader of the Duladarin faction is Vaynala, a chaotic neutral **lich** (SRD pg. 328), who has one of the keys to Xancrown's cell. Her bodyguards are two Duladarin **barbed devils** (SRD pg. 277). They do not attack the characters right away. Vaynala negotiates with the characters if they respond to her bodyguards in a polite, respectful way.

Opening the door to Xancrown's cell is exactly what Vaynala wants to prevent, but with a DC 17 Charisma (Persuasion) check the characters can convince her they have come to end the threat of Xancrown forever and are capable of such a task. If the characters fail this check, Vaynala asks them to leave the dungeon and never return. If the characters agree, she gives them 10 minutes to leave unmolested by any Duladarin forces. The characters



can repeat the check each time they successfully gain a key from another of the dungeon's factions.

If the characters succeed on this check, Vaynala tells them about the five keys needed to open Xancrown's cell and says she will hand over her key provided they can prove themselves by acquiring the keys of all the other factions. If the characters do this, she asks Marya (see area 5, page 13) to bring her key and hands it over to the characters.

Treasure. The elaborate throne is worth 2,500 gp if it can be removed from the area.

[7] Sparring Hall

Read or paraphrase:

The clash of steel and cries of battle ring in this room. Four undead creatures with white skin and black hair battle four glaive-wielding elves that have wriggling spiked tentacles coming off their chins in fiendish beards. These elves appear to be sparring, as no blood is drawn on either side.

The Duladarin must stay in battle-ready shape. Four **wights** (SRD pg. 357) and four **bearded devils** (SRD pg. 277) spar here. When the characters enter, the undead and devils assume they are intruders and attack, fighting until death. If the characters have made a deal with Vaynala, the undead and devils instead challenge them to a sparring match. This group will take on the characters in a full-on battle. Any creature who is reduced to 0 hit points is out. The undead and devils choose to knock characters out, so when they go down they are automatically stabilized. They ask the characters to do the same. The first side

to knock out half the opponents (rounded down) on the other side wins.

The undead and devils propose the following stakes. If the characters win, they get to choose a magic weapon from their armory (see area 8). If the devils win, they get to take a magic weapon of their choice from the characters.

[8] Duladarin Armory

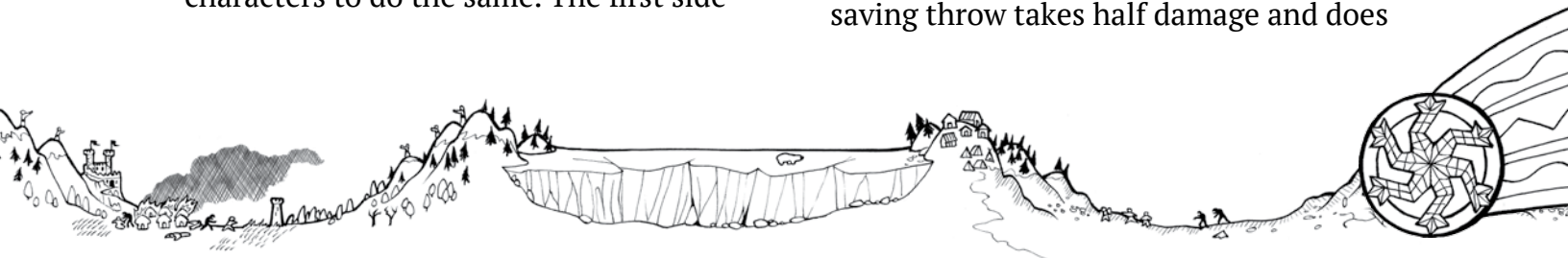
Read or paraphrase:

Opening the door here reveals three weapons, each on their own pedestal. One is a longbow carved of ornate ivory. One is an adamantite hammer carved with Dwarvish runes. The other is a fine longsword with a blue crystal blade.

The Duladarin keep three fine magic weapons in this room. If the characters choose to charge in and attack, any three Duladarin creatures aware of their presence may pick these weapons, attune to them, and use them against the characters.

Poison Trap. This room is filled with a lingering, invisible poison cloud. A creature can smell an almost imperceptible sulfur-like odor coming from the room when the door is opened, with a DC 15 Wisdom (Perception) check. A *detect magic* spell reveals an aura of conjuration magic filling the entire room.

A creature that enters or starts its turn in the room must make a DC 17 Constitution saving throw. A creature who fails takes 44 (8d10) poison damage and falls unconscious for 1 hour. A creature knocked unconscious this way can be woken early by another creature using its action to shake it awake. A creature who fails this saving throw takes half damage and does



not fall unconscious. Undead and fiends are immune to this poison.

Treasure. The weapons are a *hammer of thunderbolts*, an *oathbow*, and a *frost brand* longsword.

[9] Requiem Hall

Read or paraphrase:

The green vines that cover the walls bloom white lilies. Their pungent smell permeates the entire room. From somewhere, a soft requiem plays in Elvish that grows louder as you move further into the room. This music is in your head.

This hall is meant to halt any intruders who have already gotten too far in the dungeon. If the characters have made a deal with Vaynala, she warns them not to enter this area.

Requiem. The Duladarin funeral song has no effect on devils and undead. Creatures who hear the requiem must make a DC 17 Wisdom saving throw. Creatures who speak Elvish have disadvantage on this saving throw. Creatures who fail take 33 (6d10) psychic damage, fall prone, and have their movement speed reduced to 0 as they weep uncontrollably. A creature who fails this saving throw also gains one level of exhaustion at the start of each of its turns if it remains in this area. All effects end when the creature is removed from the area. A creature who succeeds on this saving throw takes half damage and suffers no other effects. Each creature that can hear the music makes the saving throw once each time it enters the room.

[10] Scrying Pool

Read or paraphrase:

A large cistern filled with clean water sits on the west end of the room. Crowded around the cistern are two hulking yellow-skinned elves with large bat wings and curved, sharp horns.

Two Duladarin **horned devils** (SRD pg. 279) stare into a *scrying pool*, looking at the goings-on of the Luna Valley. If they notice the characters and believe they are intruders, the devils attack. They fight to the death, or until a character convinces them with a DC 17 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the devils escort the characters to area 6 (page 14) to see Vaynala.

If the characters have struck a deal with Vaynala, the devils, a female named Culpre and a male named Xarro, offer to show the characters how to use the *scrying pool*.

Scrying Pool. Any creature can stand at the pool and use it to examine and communicate with the world outside of the Demonplague Dungeon. A creature can cast the following spells from the pool (spell save DC 17), requiring no material components:

1/day *scrying*, *sending*

[11] Flame Hall

Read or paraphrase:

The walls in this hall have small alcoves on either side every 5 feet. Each alcove has a small brass statue of a different regal dwarf inside posing with pursed lips. The clean, white bones



of several beings are scattered on the floor here. Up ahead the hall forms a corner and turns in a new direction.

When the characters reach the corner of this hall, the bones fly together and form three Al Nasar **bone devils** (SRD pg. 278) that immediately attack and fight to the death unless the characters have formed a deal with Jarlot. When the devils are formed and attack, the statues activate.

Bronze Statues. The bronze statues are tied to the life force of the three bone devils that live in this hall. They are placed every 5 feet in the walls on either side of the hall. A *detect magic* spell reveals an aura of evocation magic on the statues.

On initiative count 0 the statues shoot connecting lines of fire across the length of the hall. These lines of fire go from 2 feet above the floor to seven feet above the floor. A Medium-sized or smaller prone creature is out of the area of effect. When the fire bursts forth, each creature in the area must make a DC 15 Dexterity saving throw, taking 11 (2d10) fire damage per bone devil currently alive in the hall on a failure, or half as much on a success.

Each statue has AC 17, 18 hit points, and is immune to fire, poison, and psychic damage. Destroying or knocking just one statue out of an alcove with a DC 15 Strength check made as an action causes the line of fire to cease functioning in that 5-foot wide strip of hall, as each statue needs the one across from it to form a line of fire. If all the bone devils in the hall die, the statues cease spitting fire.

Secret Door. A DC 17 Wisdom (Perception) check notices one of the statues is taller than the rest. A DC 15 Intelligence (Investigation) check made on the statue

finds a small Dwarvish rune for the word “reveal” carved at the bottom. If this word is spoken aloud in Dwarvish within 5 feet of the statue, this section of wall rises up, revealing area 12.

[12] Jarlot’s Retreat

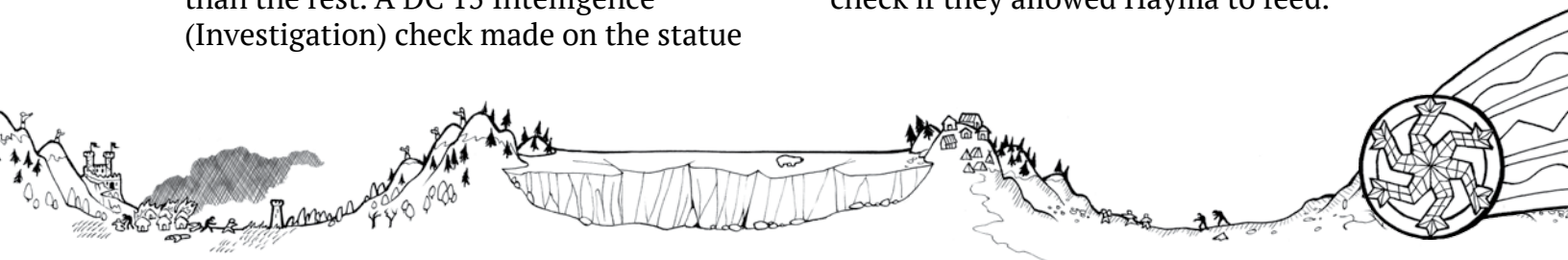
Read or paraphrase:

A soft luxurious mattress dominates most of this room. A silver and gold hookah sits on the floor and a suit of gold armor, polished to shine, stands proud in the corner. Five small gold idols are placed in nooks around the room.

Suddenly, the sheets on the mattress begin to move. “You’re back already?” a soft, feminine voice says. A pale dwarf face appears above the sheets. “Oh!” she says, her sharp canines glistening. “You’re not who I expected.”

Jarlot does not spend much time in his retreat these days, much to the disappointment of his Al Nasar **vampire** (SRD pg. 355) wife, Hayma. While Hayma does not have the normal bloodlust of vampires, she does enjoy the taste. She knows she is no match for the adventurers, but longs to taste their blood, so she offers a deal. If she can feed off two of them (use the results of a bite attack for consequences), she will give them her husband’s *dwarven plate* armor. He is too big for it now that he is a pit fiend. He gave it to her as a gift, but the quick and nimble vampire does not like to wear the restricting armor.

If the adventurers ask her, a DC 17 Charisma (Persuasion) check convinces Hayma to escort them to Jarlot in area 17 (page 20). They have advantage on this check if they allowed Hayma to feed.



If the adventurers attack, Hayma turns to mist and flees to area 17, alerting her husband of the intruders.

Hidden Key. A character who moves the mattress and makes a DC 15 Wisdom (Perception) check notices a loose stone in the floor. When the stone is removed an iron ingot cold to the touch is found beneath. A *detect magic* spell reveals an aura of abjuration magic coming from the ingot. The ingot is immune to all damage except fire damage. If it takes any fire damage, the ingot splits open and reveals a key branded with a rib cage. This key is one used in area 36 (page 29) to enter area 51 (page 39), Xancrown's cell.

Treasure. The armor on the stand is *dwarven plate* that resizes to fit any humanoid wearer. There are five gold idols in the room, each worth 500 gp. The fine sheets on the mattress are worth 750 gp.

[13] Blood Fountain

Read or paraphrase:

At the center of this room, six undead dwarves frolic naked in a shallow pool of blood. At the center of the pool is a gilded statue of a dwarf with ruby eyes. Her head is thrown back and her lips are pursed as she spits a fountain of blood in all directions into the pool. The blood-covered dwarves turn to you, their wicked claws dripping.

The six Al Nasar **vampire spawn** (SRD pg. 357) here attack, unless the characters have a deal with Jariot. The vampire spawn fight to the death, or until a character convinces them with a DC 15 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the undead escort the

characters to area 17 (page 20) to see Jariot.

If the characters do have a deal, the vampire dwarves tell them they have no idea what the blood fountain does to mortals, but they'd be curious to see if any character is willing to drink from or bathe in the fountain. The dwarves make this request mostly from boredom.

Blood Fountain. The 10-foot-radius blood pool and fountain has no effect on devils and serves as sustenance for the vampire spawn. Any other creature that drinks from, enters, or starts its turn in the blood pool must succeed on a DC 17 Constitution saving throw. Creatures who fail suffer one level of exhaustion. Creatures who succeed gain 20 temporary hit points.

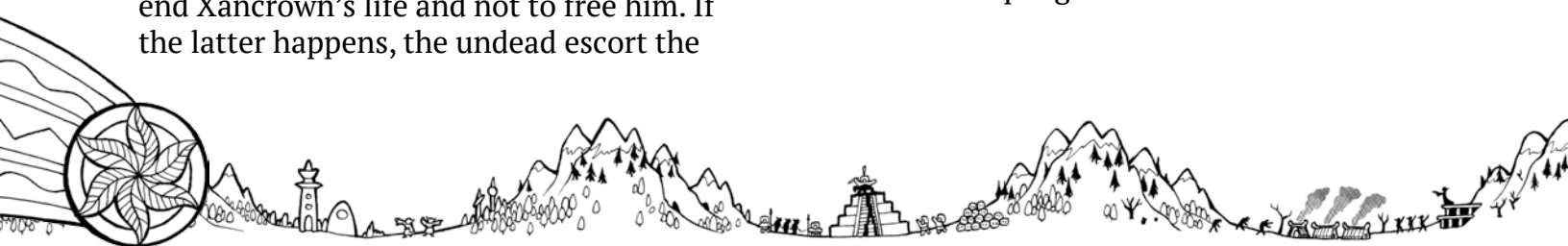
Treasure. The eyes on the statue are rubies worth 500 gp each, but both are near the spout of the blood fountain.

[14] Mummy Hall

Read or paraphrase:

This hall is carved with Dwarvish runes and art that tell the tale of an Al Nasar dwarf noble who died too young and was laid to rest before she could realize her full potential. A massive sarcophagus with the image of the same female dwarf sits near the intersection of this hall that splits off into four directions, each ending in a door.

An Al Nasar **mummy lord** (SRD pg. 337) is at rest here, ready to spring up and attack intruders when they reach the center of the hall. If the characters have struck a deal with Jariot, the mummy does not attack, unless her sarcophagus is disturbed.



Sarcophagus. The heavy lid of the sarcophagus is covered in 10 pearls worth 100 gp each. If one is removed, the mummy inside opens the sarcophagus and attacks.

Each round on initiative count 0, if the sarcophagus is open it spews forth a necrotic cloud. Each creature within 20 feet of the sarcophagus must make a DC 17 Constitution saving throw. Creatures who fail take 22 (4d10) necrotic damage and are blinded until initiative count 0 of the next round. Creatures who succeed only take half damage and are not blinded. A creature can close the sarcophagus with a DC 17 Strength check made as an action.

Treasure. 10 pearls worth 100 gp each on the lid of the sarcophagus. Inside the sarcophagus are 4,000 gp and 1,000 pp.

[15] Micdo's Magic Emporium

Read or paraphrase:

This large room is stacked with neat wood shelves, piled high with goods. A wood counter sits opposite the door, with a large red-skinned being staring in surprise at you.

"Ah, customers! Finally. Come in. Come in! Feel free to browse. Everyone is welcome at Micdo's Magic Emporium!"

Several centuries ago, an **efreeti** (SRD pg. 313) merchant named Micdo had a *plane shift* spell go haywire and he ended up in the Demonplague Dungeon. The powerful magic of the place keeps him bound to the dungeon along with all his wares. Jarlot agreed to let the genie stay in the Al Nasar portion of the dungeon and gave the powerful being his own room. Micdo set up all his wares to look like his old shop in the

City of Brass. Occasionally he trades with the denizens of the complex, but most have no need for any of his goods.

The characters can purchase any mundane goods here as well as consumable magic items like scrolls and potions at your discretion. Micdo is happy for the company and can explain to the characters the relationships between factions and the number of keys required to open Xancrown's cell.

[16] Al Nasar Battle Hall

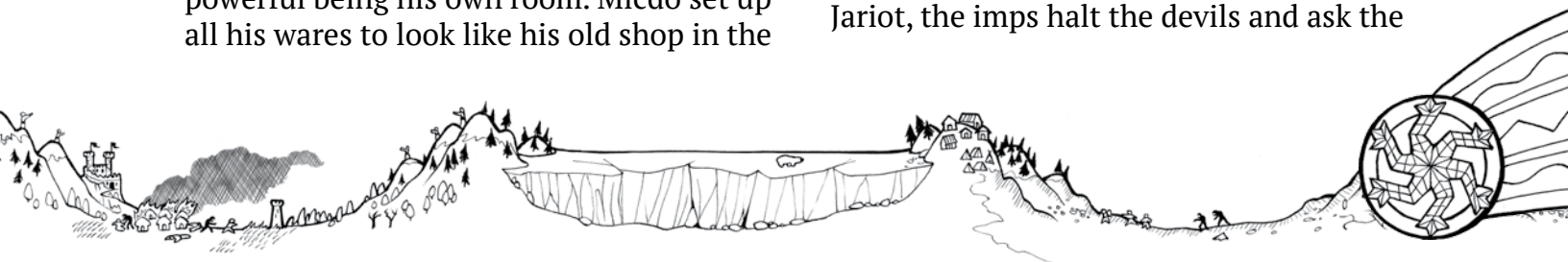
Read or paraphrase:

Eight dwarf-sized practice dummies stand in the center of a circular room. The dark stone walls are carved with Dwarvish proverbs about battle. Three of the dummies are currently in use as an equal number of dwarves covered in spiked chains whip their cruel metal weapons repeatedly at the dummies.

Drilling each chain-dwarf is a tiny bat-winged dwarf with a scorpion tail. These miniature devils flit about calling commands in Dwarvish.

The three Al Nasar **chain devils** (SRD pg. 278) and three Al Nasar **imps** (SRD pg. 280) are using the room to hone their skills. When the characters enter, the imps become invisible and try to make it to area 17 (page 20) to warn Jarlot while all the chain devils attack. The devils fight to the death, or until a character convinces them with a DC 15 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the devils escort the characters to area 17 to see Jarlot.

If the characters have made a deal with Jarlot, the imps halt the devils and ask the



characters if they would like to spar. Each of the devils takes on a character one-on-one (feel free to add more chain devils or have all three imps take on a character). The devils choose to knock characters out, so when they go down they are automatically stabilized. They ask the characters to do the same. The first opponent to knock out the other side wins. Any character who engages in this contest has the respect of the devils. They are granted the *charm of hellish rebuke* described below.

Charm of Hellish Rebuke. While you have this charm you can cast *hellish rebuke* as a fourth level spell three times, after which the spell fades. The spell save DC for this spell is 17.

[17] The War Room

Read or paraphrase:

A large stone table set with finely crafted metal chairs sits in the center of the room. Mosaics on the walls depict Al Nasar dwarves sacrificing goblinoids to a dark god atop their ziggurats.

Seated at the table is an enormous devil with red scales, giant bat wings, sharp teeth, and a powerful tail. Aside from its red skin and the horns growing from its forehead, the beast's bearded face is that of a gold dwarf. He is poring over a document as two tiny dwarves with bat wings and scorpion tails fly about his head, reviewing the paper as well and whispering to each other.

Jarlot the **pit fiend** (SRD pg. 281) is the leader of the Al Nasar and the keeper of one of the keys to Xancrown's cell. He is attended by two female **imps** (SRD pg. 280), Weir and Glynd. When the characters enter he does not attack them, unless they are hostile.

Opening the door to Xancrown's cell is exactly what Jarlot is supposed to prevent, but the pit fiend is concerned with more recent enemies. He is bored and paranoid — a dangerous combination. The pit fiend worries the Raceon and Yugtug factions are banding together to make a move against the Al Nasar. He asks the characters why they have come to the Demonplague Dungeon. If they are honest and succeed on a DC 13 Charisma (Persuasion) check, he offers them the following deal: wipe out either the entire Raceon or Yugtug faction, and they will receive his key to Xancrown's cell (if the characters don't know about the keys to Xancrown's cell, he informs them how many are needed to open it).

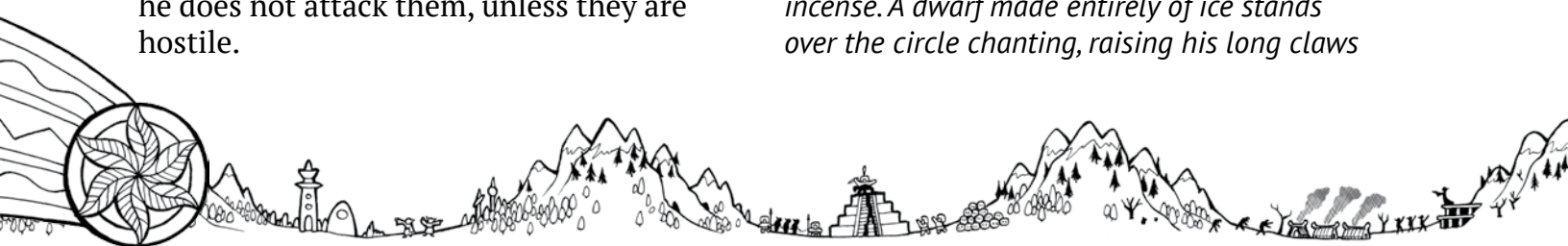
Jarlot would like to resume his war against the Yugtug or start a new one against the Raceon, but he cannot fight their combined forces. If one group can be taken out of the picture, he feels confident the Al Nasar could gain the upper hand. If the characters wipe out both factions, he will give them his key and his suit of *dwarven plate* (see area 12, page 17).

Jarlot's Document. The document Jarlot is looking at is written in Dwarvish. It has the names of each faction and each faction's leader. Next to each leader's name Jarlot has made notes about where they can be found in the complex, what type of devil or undead they are, and if he considers them an enemy or not.

[18] Summoning Room

Read or paraphrase:

A circle of Dwarvish runes glows on the floor of this room. The air is heavy with a smog of incense. A dwarf made entirely of ice stands over the circle chanting, raising his long claws



to the ceiling as if making an appeal to some forgotten god.

Mariq, a male Al Nasar **ice devil** (SRD pg. 280), was given the task of trying to summon creatures to join the Al Nasar army by Jariot. So far the former conjurer has had no luck, but the appearance of Micdo (see area 15, page 19) has given him hope that such a thing could be possible.

Though Mariq appears alone, he actually has two Al Nasar **wraith** (SRD pg. 358) attendants that serve as his bodyguards. If the characters appear hostile or have not made a deal with Jariot, the wraiths fly out of the walls and attack. Mariq stops his summoning ritual and attacks with them. These creatures fight to the death, or until a character convinces them with a DC 13 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, Mariq escorts the characters to area 17 to see Jariot.

If the characters have made a deal with Jariot, Mariq asks them for help. Death has not been kind to the old wizard and he'd like to get his hands on a powerful caster's spellbook. If the characters can find and steal Vaynala's spellbook (see area 5, page 13) or Legba's spellbook (see area 26, page 25) for him, the devil gives them his *robe of the archmagi*, which he currently wears but gets no benefit from thanks to his devil body. The devil suspects Vaynala keeps her spellbook somewhere in her library.

Treasure. Mariq wears a *robe of the archmagi*.

[19] Forge

Read or paraphrase:

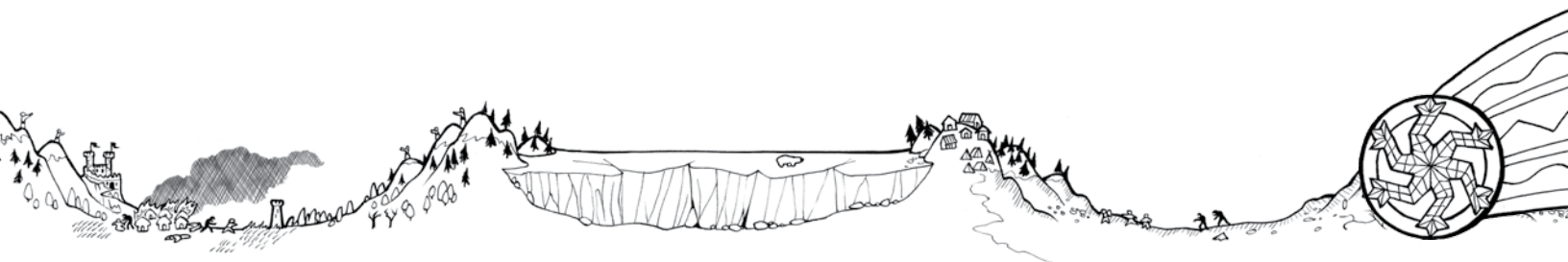
The clang of hammers on steel rings out when the door is opened to this extremely warm room. Ten dwarves with green and purple skin, long claws, and lengthy, twisting tongues hammer out armor, weapons, and other works of smithing at individual anvils, each next to a hot furnace.

Ten Al Nasar **ghasts** (SRD pg. 314) work forges in here. The undead are constantly melting and reworking any metal they can find to help pass the time. The ghasts all wear chain shirts and have an AC of 15.

If the characters do not have a deal with Jariot, the undead attack. The ghasts fight to the death, or until a character convinces them with a DC 17 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the ghasts escort the characters to area 17 (page 20) to see Jariot.

Treasure. Any mundane metal weapon or armor is available in this room, though in general the armor is sized for dwarves. There is also 100 pieces of every type of ammunition.

A character who searches the room discovers a secret compartment in the wall behind a false brick with a DC 15 Wisdom (Perception) check. In the compartment is a quiver of 20 +3 *arrows* and a case of 20 +3 *crossbow bolts*.



[20] Statue of Insanity

Read or paraphrase:

At the center of this room is a finely carved statue of a twelve-armed screaming dwarf, her head thrown back and twisted in a painful expression. Her many appendages point in all directions, like some obscene time dial.

The statue in this room serves as a way to hamper intruders who have come to free Xancrown.

Statue of Insanity. Creature who are not devils or undead must succeed on a DC 17 Wisdom saving throw when they look upon the statue. Creatures who fail suffer a random result chosen or rolled on the Statue of Insanity Effects table. *Lesser restoration* or similar magic can be used to end these effects earlier than their duration. When the effect resolves, the creature is immune to the effects of the statue for the next 24 hours. Creatures who succeed are immune to the effects of the statue for 24 hours.

The statue has AC 17, 100 hit points, and is immune to poison and psychic damage. A *detect magic* spell reveals an aura of illusion magic coming from the statue.

[21] Vampire Nest

Read or paraphrase:

The floor of this earthy-smelling room is dirt. In each corner of the room demonic skulls are stuck on spikes driven into the ground, their expressions leering and cruel. The ceiling is a fresco depicting a mighty army of goblinoids battling demons, Xancrown shouting out orders as many die on both sides.

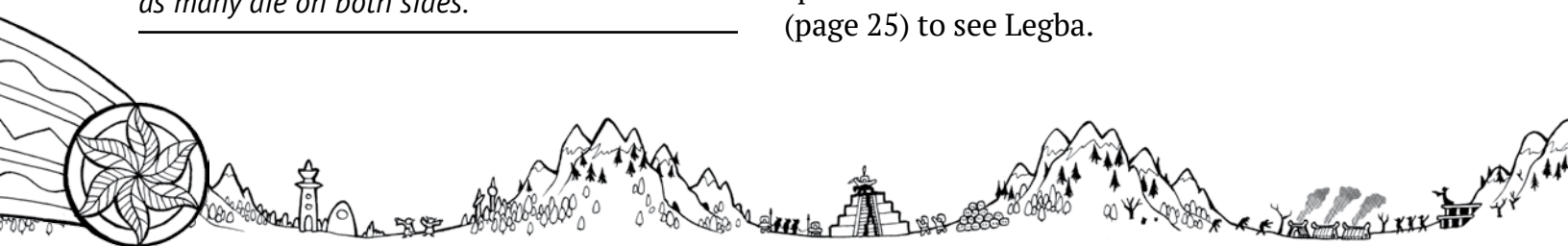
Statue of Insanity Effects

d4 Effect

- 1 The creature does nothing but stand and scream for one minute. Nearby creatures of the GM's choice come to investigate.
 - 2 The creature feels an immense sense of dread and must try to find an exit to the complex. The creature must use its action to Dash and head for what it thinks is the exit for one minute. This could include entering areas the characters have not yet entered.
 - 3 The creature believes there is a great treasure deeper in the dungeon and must get to it before anyone else. The creature must use its action to Dash and head deeper into the dungeon for one minute. This could include entering areas the characters have not yet explored.
 - 4 The creature sees its allies as horrid demons and must attack them for one minute.
-

A DC 15 Wisdom (Perception) check notices the dirt on the ground here is recently disturbed.

If the characters have not struck a deal with Legba, twelve Yugtug **vampire spawn** (SRD pg. 357), all formerly goblinoids, rise from the dirt and attack when the characters reach the center of this chamber. The vampire spawn fight to the death, or until a character convinces them with a DC 17 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the vampire spawn escort the characters to area 26 (page 25) to see Legba.



Demonic Skulls. The demonic skulls activate when the vampires attack. Each round on initiative count 20, the skulls breathe a thick black cloud of negative energy. Each creature within 10 feet of a skull that is not undead must succeed on a DC 12 Constitution saving throw or become paralyzed until the start of initiative count 20 on the next round.

Treasure. A character who digs for half an hour in the earth where the vampire spawn emerged eventually finds a small, rotting wood chest with 2,000 gp.

[22] Yugtug Battle Hall

Read or paraphrase:

The sounds of battle ring clear in this hall as an enormous bugbear made of ice spars with ten hobgoblin ghouls. Racks of weapons adorn the walls of this chamber.

A Yugtug female **ice devil** (SRD pg. 280) named Breekak spars with ten **ghouls** (SRD pg. 315) here. If the characters do not have a deal with Legba, they attack the characters. The creatures fight to the death, or until a character convinces them with a DC 13 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the creatures escort the characters to area 26 (page 25) to see Legba.

If the characters have struck a deal with Legba, Breekak makes quick work of the ghouls and demands a real challenge. She picks the most formidable melee warrior among the characters and challenges that person to a duel. The ice devil demands an anything-goes contest to unconsciousness. If she drops the character to 0 hit points, that character is stabilized, and the same

is true for her if the character agrees. If the character wins, the party gains the respect of the Yugtugs and has advantage on all Charisma checks made to interact with members of this faction. If the character loses, the party becomes the laughing stock of the Yugtug tribe and has disadvantage on all Charisma checks made with the faction.

Treasure. All manner of mundane weapons adorn the walls. With a DC 15 Wisdom (Perception) check, a character notices a particularly well-made ceremonial spear with a gold head worth 500 gp.

[23] Howling Hall

Read or paraphrase:

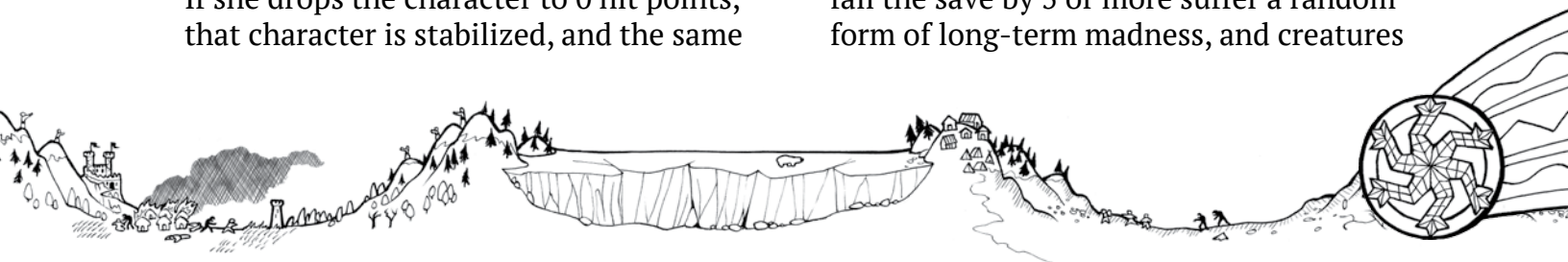
The walls of this hall are pitch black and twinkle with starlight. You almost believe you are outside on a cool summer evening, since a soft breeze can be felt on your face.

If the characters have a deal with Legba, that is all that occurs in this hall. If they do not have a deal with Legba, add:

Suddenly, a terrible, bone-chilling howl pierces the night and colossal war drums bang. The walls change from black starlight to blood red as the howls and drums continue.

The creatures in area 22 are alerted by the howling when it begins and show up to investigate in 1d4 rounds. This hall is magically enhanced to stop intruders.

Horrendous Howl. Creatures that are not undead or devils that are in the hall and can hear the howl must succeed on a DC 15 Wisdom saving throw or suffer a random form of short-term madness. Creatures that fail the save by 5 or more suffer a random form of long-term madness, and creatures



that fail by 10 or more suffer a random form of indefinite madness.

[24] Iron Statue

Read or paraphrase:

An enormous iron statue of a female hobgoblin in plate armor with a greatsword raised above her head stands fierce at the end of the room. The monster's expression is one of rage and triumph. A bowl sits at her feet.

The statue here is really an **iron golem** (SRD pg. 319) that attacks as soon as a creature moves by it without offering a prayer to Brugsha in Goblin, war goddess of goblinoids. A character recognizes this visage as the goddess with a DC 15 Intelligence (Religion) check. The golem fights to the death.

If a character offers a prayer to Brugsha in Goblin, the golem steps aside, allowing the character to get by it and head in any direction.

Bowl of War Blessings. If a creature drops a weapon into the bowl at the golem's feet and then offers a prayer to Brugsha in Goblin, the weapon gains a +1 bonus to attack and damage rolls for 1 hour. The bowl cannot grant this blessing more than once in a 24-hour period. A *detect magic* spell reveals an aura of transmutation magic on the bowl.

BRUGSHA

You can substitute the statue of Brugsha for any other deity with the War domain that goblinoids might worship.

[25] Prison Cell

The door to this room is locked and Legba holds the key. Read or paraphrase the following text when the door is opened:

This cramped cell has a horned human with bat wings chained to a long table. Both the table and the chains connect to a large wooden wheel that, when turned, will tighten the chains and stretch the poor person connected to them. The wretched prisoner turns your way.

The **horned devil** (SRD pg. 279) here is from the latest faction to join the Demonplague Dungeon. The Yugtugs, unbeknownst to the rest of the dungeon's guardians, have captured the person and are torturing information out of them about who they are and why Xancrown has woken again. The Yugtugs want to figure out what effect this new group will have on the other factions in the dungeon.

The devil can be anyone the characters have met in the first three adventures who died. A citizen of Tomar's Crossing, a refugee, a bandit, a cultist, or any person that would be significant to the characters. If you do not have a good option, then this person is a male refugee from Safeharbor named Garrick who died trying to reach Tomar's Crossing.

If the characters free the prisoner, that person offers to escort them to area 50 to meet the key-holder of their faction (see area 50, page 37). Any Yugtugs the characters meet along the way will immediately attack. If the characters free the prisoner but don't escort the person to area 50, the prisoner promises to spread the word to their faction that the characters are helpful. If the characters free them, they have advantage on all future Charisma



ability checks made to interact with any creatures of this new faction, but if their actions are discovered by the Yugtugs, the Yugtugs will attack the characters on sight.

The chains require a DC 20 Strength check to break. Creatures restrained by the chains cannot make this check. The chains are locked in four places and a DC 15 Dexterity check made with thieves' tools picks the lock. The chains have AC 19, 18 hit points, and are immune to poison and psychic damage.

[26] Legba's Hall

Read or paraphrase:

A hobgoblin woman of astounding beauty lounges on a bed of cushions while eight undead bugbears armed with huge morningstars tend to her every need. She sips deep red blood out of a gold goblet and eyes you hungrily as you enter.

Legba, a powerful **vampire mage** (page 42), is the leader of the Yugtugs. She is tended to by eight Yugtug **ghouls** (SRD pg. 315). When the characters enter, the Yugtugs do not attack them unless the adventurers are hostile.

Opening the door to Xancrown's cell is exactly what Legba is supposed to prevent, but the vampire is bored and restless. She agreed to peace only because she knew the Raceons would be against her if she said otherwise. The Yugtugs desire violence and Legba misses her war with the Al Nasar. If the characters are honest and succeed on a DC 13 Charisma (Persuasion) check, Legba offers them the following deal: Kill the head of the Raceons, claim that it was done on behalf of the Al Nasar, and they will receive her key to Xancrown's cell (if

the characters don't know about the keys to Xancrown's cell, she informs them how many are needed to open the cell and that each faction holds one). This should reignite the war with the Al Nasar and bring the Raceons over to her side. If the characters succeed in this, she hands over her key.

Legba's Key. Legba keeps her key on her person. She gives it to the characters encased in an emerald and says she does not know how to get the key out. A *detect magic* spell reveals an aura of abjuration magic coming from the emerald. The emerald is immune to all damage except acid damage. If it takes any acid damage, the emerald splits open and reveals a key branded with hip bones. This key is one used in area 36 (page 29) to enter area 51 (page 39), Xancrown's cell.

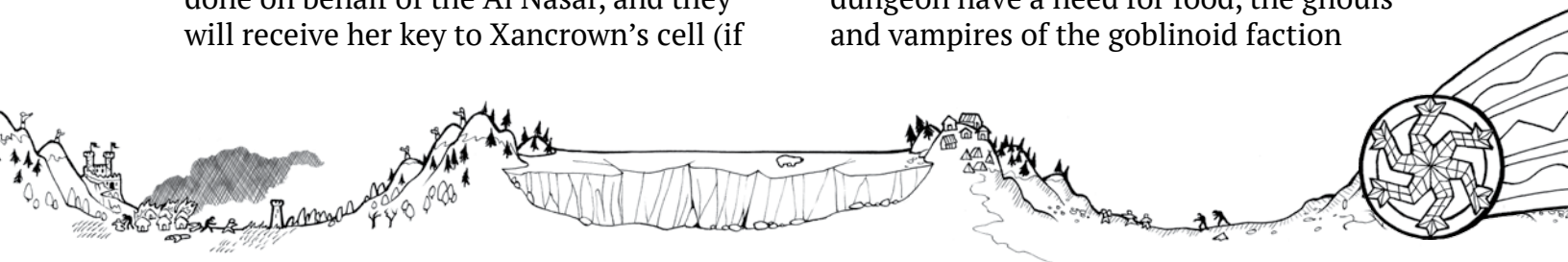
Treasure. The gold goblet Legba drinks out of is worth 500 gp. Legba wears +2 *studded leather armor* and carries her spellbook which has the spells she has prepared, plus the following spells: *grease, sleep, continual flame, darkness, animate dead, bestow curse, arcane eye, control water, wall of stone.*

[27] Feast Hall

Read or paraphrase:

A thirty-foot-long table stretches between two enormous iron pillars in this hall. The twisted bones of devils are scattered all over the table, picked clean by ravenous humanoids.

This feast hall of the Yugtug has been empty for centuries, ever since shaky peace came to the Demonplague Dungeon. Though none of the undead or fiends in the dungeon have a need for food, the ghouls and vampires of the goblinoid faction



would bring Al Nasar devil victims into this hall and eat them alive. Now all that remain are the bones of a war still simmering in the minds of all involved.

A *detect magic* spell reveals an aura of transmutation magic from the bones.

If the characters have not struck a deal with Legba, three rounds after they enter this room the bones explode. Every creature in the room must make a DC 17 Dexterity saving throw. Creatures who fail take 55 (10d10) piercing damage. Creatures who succeed take half damage.

[28] The Ancient Seers

Read or paraphrase:

This room has a roaring fireplace and mystical Goblin symbols drawn in blood all over the walls. Next to the fireplace sit two bugbears in black plate armor, their bat wings furled closed. "Come in and ask us any question," they recite in unison without looking your way. Their eyes are milky, as if obscured by an inner fog.

These two Yugtug **erinyes** (SRD pg. 279), Yublithet and Deracoy, can reach out to planar entities when together in this room of magic divination symbols (a character who can read Goblin recognizes the symbols are related to divination magic with a DC 15 Intelligence (Arcana) check). The characters can ask them five questions and have their answers resolved as if they had successfully cast the *contact other plane* spell (no Intelligence check required).

If the characters do not have a deal with Legba, the devils answer their questions and then tell the characters they should speak with Legba by going through the door

to the south or turn back. If the characters attack, the devils fight to the death.

Treasure. One of the erinyes carries a *scroll of foresight*.

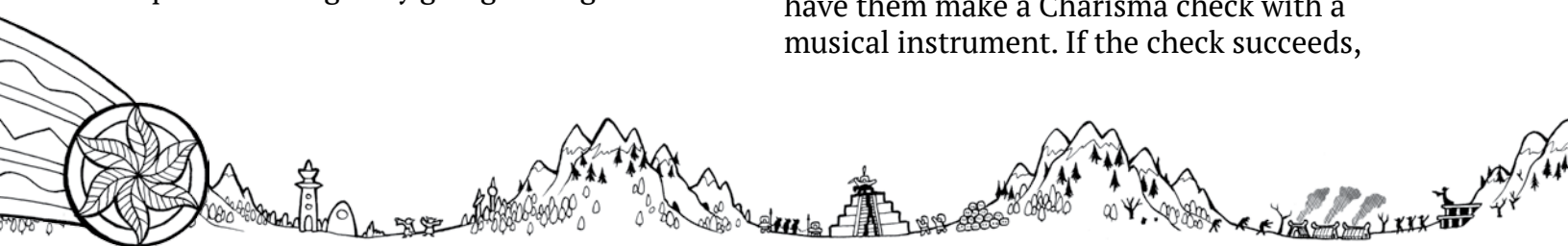
[29] Yugtug Theater

Read or paraphrase:

Six green-skinned hobgoblins covered in barbs sit on cushions on the floor as a bugbear with wriggling beard tentacles gives a resounding speech in their native tongue, speaking on a raised dais. The bugbear wears a fancy red and black costume with a domino mask and jester's hat. He punctuates a line of his speech by jumping in the air and all the hobgoblins clap and howl with laughter.

Carlve, a Yugtug **bearded devil** (SRD pg. 277), performs a comedy routine for his six **barbed devil** (SRD pg. 277) friends. If the characters do not have a deal with Legba, the entire room of devils turns and attacks. The Yugtugs fight to the death, or until a character convinces them with a DC 13 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the devils escort the characters to area 26 (page 25) to see Legba.

If the characters have struck a deal with Legba, the barbed devils motion for them to come in and sit down and enjoy Carlve's performance. A character who understands Goblin and watches the 20 minute routine gains inspiration. After Carlve, the devils encourage any of the characters who carry musical instruments to perform. If a character performs, have them make a DC 15 Charisma (Performance) check or have them make a Charisma check with a musical instrument. If the check succeeds,



Carlve rewards the character by giving them a *potion of superior healing*.

Treasure. Carlve carries six *potions of superior healing*.

[30] Hall of the Fallen

Read or paraphrase:

Blue light comes off runes carved into the walls of this hall. Many proper names in Goblin, written in various scripts, are carved here. The ceiling glows green and has large runes, bigger than the rest.

A character who can read Goblin knows the ceiling says, “Honor the fallen and pay respects aloud or pay the price.” The names on the wall belong to loved ones of the Yugtug guardians. These people died when their civilization was overcome by the demonplague.

Magic Runes. If a creature leaves this hall without speaking aloud at least one of the names written on the wall, that creature must succeed on a DC 15 Wisdom saving throw or become blinded for 8 hours.

If a creature takes the time to read aloud every single name carved on the wall (a process which takes 1 hour), that creature’s weapon and spell attacks deal an extra 1d8 cold damage for the next hour. The hall can only bestow this benefit on one creature every 24 hours.

[31] Hall of Emperors

Read or paraphrase:

Fifty portraits of human men and women all wearing the same crown and holding the same scepter adorn this hall. Each portrait bears a

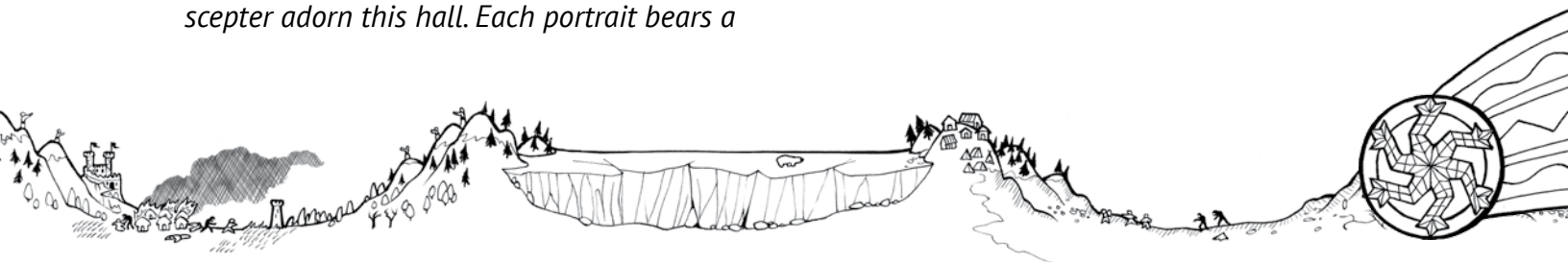
placard with a name, presumably that of the person in the portrait.

A *detect magic* spell reveals an aura of enchantment magic about the portraits. A character recognizes the names and likenesses of all the Raceon emperors with a DC 12 Intelligence (History) check. If the character succeeds on the same check by 5 or more, they also know it is customary to bow to any image of any emperor.

Creatures who try to leave the chamber without bowing are wracked with pain. These creatures must make a DC 15 Wisdom saving throw when they try to leave. Creatures who fail take 11 (2d10) psychic damage and are knocked prone with pain. Creatures who become prone in this way cannot get up on the turn in which they failed the save. Creatures who succeed take only half damage, are not knocked prone, and do not need to make another saving throw against the effects of the portraits for 24 hours. As long as it remains in the room, a creature that failed this saving throw must repeat it at the start of its turn taking another 11 (2d10) psychic damage and remaining prone until it succeeds on a saving throw or is removed from the room.

When a creature fails to bow to the portraits, three Raceon **wraiths** (SRD pg. 358) fly out of individual paintings and attack. These wraiths appear to be made of paint and the likeness of the portrait they flew out of. They fight to the death.

If a character removes a portrait from this room, it disappears from the character’s possession and reappears in the room 1d4 minutes after leaving the room.



[32] Golem Interview

Read or paraphrase:

The sound pings everywhere as you step onto the 20-foot-diameter brass seal that is embedded in the floor of this room. The seal depicts a helmet with the words "Protect and Prosper" in Common beneath it. Two hulking statues of human warriors dressed in the Raceon regalia of old stand near a door off to the east. When you touch the seal, they speak in unison.

"Ho! You have made it far into the Demonplague Dungeon. You are either strong intruders who must be crushed or you have some business here. State your intention now."

These two statues are **stone golems** (SRD pg. 320). If the characters say they are there to see Ellegrey or to kill Xancrown, the stone golems produce *badges of the emperor* for the characters. These badges allow the characters to pass through the Raceon areas of the Demonplague Dungeon unmolested by members of that faction. In addition, Ellegrey can hear everything the characters say while they wear the badges. She can also make any number of badges within the dungeon explode as an action, causing the wearer to take 33 (6d10) force damage. The badges have the same symbol as the seal in this room. If the characters gain the badges, the golems tell them to proceed directly south through the next room to see Ellegrey, and the door to the south opens.

If the characters give any other reason for being in the room, the golems attack.

Seal of the Empire. The seal's magic is activated when the golems attack. At the start of its turn, a creature that is in contact

with the seal must succeed on a DC 15 Wisdom saving throw or become frightened of the golems for 1 minute. A creature who succeeds on this saving throw is immune to the effects of the seal for 24 hours.

[33] Chess Hall

Read or paraphrase:

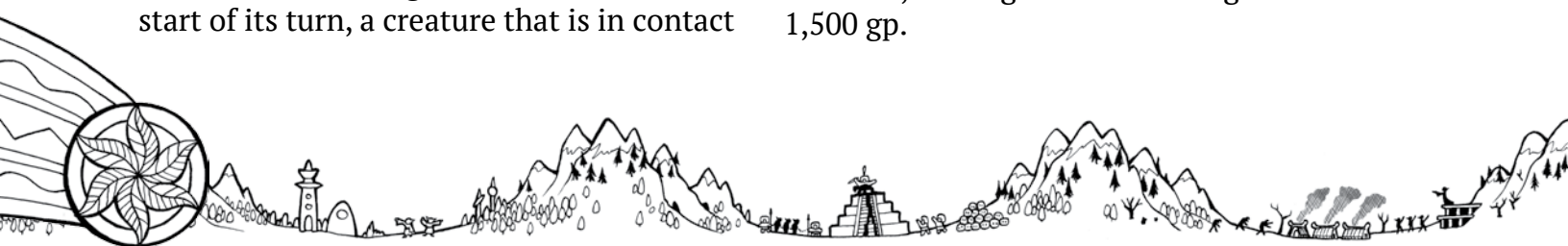
Two enormous human skeletons with curving scorpion tails sit together playing chess at a table in the middle of a hall that splits in four directions.

These two Raceon **bone devils** (SRD pg. 278) get up and attack if the characters are not wearing *badges of the emperor* and fight to the death (and one may use her *elemental gem*). If the characters are wearing the badges, Barrow, one of the devils, is just about to claim victory over his female opponent, Yeary, who wails in defeat. She gets up and asks the players to put Barrow in his place as he gloats.

The first character who challenges Barrow to a game has that challenge accepted. A DC 17 Intelligence check made with a chess set beats Barrow. He will play each character once or until he loses, whichever comes first. When Barrow is defeated (or after he has defeated all challengers), he claims he is bored of chess and will not play again.

If a character defeats Barrow, Yeary rewards that character by giving them a yellow diamond that is an *elemental gem*.

Treasure. Yeary holds an *elemental gem*, which she will try to use against the adventurers if battle breaks out. The chessboard is made of fine marble and obsidian, making the whole thing worth 1,500 gp.



[34] Study

Read or paraphrase:

Several small shelves of books sit against the walls in this cozy room. Two humans with curved horns and bat wings look up from their books when you enter, their red eyes gleaming.

Two Racion **horned devils** (SRD pg. 279) are reading books here to pass the time. If the characters are not wearing *badges of the emperor* when they enter, the devils attack. They fight to the death, or until a character convinces them with a DC 15 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the devils escort the characters to area 37 (page 31) to see Ellegrey.

Books. A character who spends six hours reading through the books can make a DC 15 Intelligence (Arcana) check. On a success, the character learns one spell that Xancrown can cast. For more information, see **Xancrown** (page 44).

Treasure. All the ancient books on the shelves are written in Common. Together the entire collection is worth 5,000 gp. With a DC 15 Wisdom (Perception) check, a character notices a scroll case on its side peeking out from behind some books. Inside is a *scroll of power word kill*.

[35] Statue of the Last Empress

Read or paraphrase:

A marble statue of a crowned woman sitting on a throne, her hands open and raised to the gods in supplication, sits 15 feet tall in the center

of the room. An inscription on the statue in Common reads, "Empress Ullana Marcove, Last Leader of the Racion Empire."

A creature who enters this room wearing a *badge of the emperor* and bows to the statue gains the *charm of the emperor's grace*. A creature can only receive this charm once from the statue.

If a creature does not bow or is not wearing the badge, they must succeed on a DC 17 Constitution saving throw or become paralyzed. The creature must repeat the saving throw at the end of its next turn, ending the effect on a success and becoming petrified if it fails again. A creature who succeeds on its saving throw is immune to the effects of the statue for 24 hours.

Charm of the Emperor's Grace. A creature with this charm can cast the *misty step* spell as a bonus action. The creature can cast the spell using the charm three times and then the charm is lost.

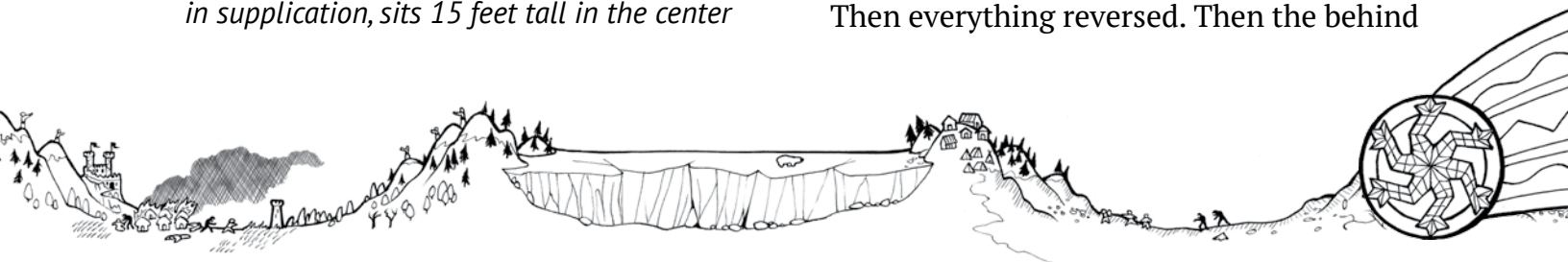
[36] Foyer of Xancrown

Read or paraphrase:

An enormous, adamantine door sits at the end of this short hall, with five keyholes arranged in a vertical line, and writing that appears in a bizarre language on the arch above. To the side of the door are three large red crystals.

Four Racion **wraiths** (SRD pg. 358) hide within the walls here. They attack any creature that touches the door, no matter what deals the characters have made.

The writing above the door is Druidic. A character who can read the language knows it says, "First, everything in proper order. Then everything reversed. Then the behind



on the bottom, the toes in the chest, the brain in the middle, and the heart for the head.”

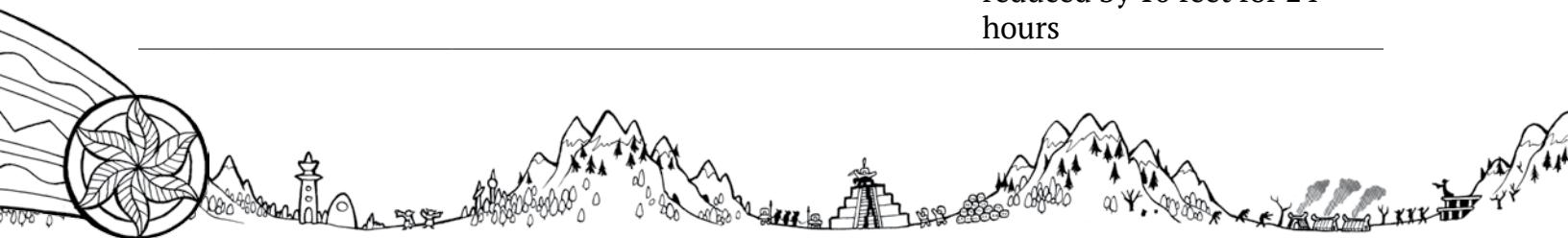
The Door to Xancrown's Cell. To open the door to area 51 (page 39), the characters must have all five of the keys to Xancrown's

cell. The Druidic instructions on the door should help them open the cell.

The characters must place the keys in a specific order into the slots and turn them three times, each time with the keys in a different configuration. The following configurations from top slot to bottom slot

Cell Door Trap Effects

d12	Saving Throw	Failure Effects	Success Effects
1	Dexterity	55 (10d10) acid damage and the creature is blinded for 1 hour	Half damage only
2	Constitution	55 (10d10) cold damage and the creature's speed is reduced by 10 feet for 1 hour	Half damage only
3	Dexterity	55 (10d10) fire damage and the creature suffers one level of exhaustion	Half damage only
4	Dexterity	55 (10d10) force damage and the creature is deafened and suffers one level of exhaustion	Half damage only
5	Dexterity	55 (10d10) lightning damage and the creature is blinded for 1 hour	Half damage only
6	Constitution	55 (10d10) necrotic damage and the creature suffers two levels of exhaustion	Half damage only
7	Constitution	55 (10d10) poison damage and the creature is poisoned for 8 hours	Half damage only
8	Wisdom	55 (10d10) psychic damage and the creature suffers a random form of long-term madness	Half damage only
9	Dexterity	55 (10d10) radiant damage and the creature is blinded for 8 hours	Half damage only
10	Constitution	55 (10d10) thunder damage and the creature is deafened for 24 hours	Half damage only
11	Wisdom	The creature gains a random form of indefinite madness	The creature gains a random form of short-term madness
12	Constitution	The creature is petrified	The creature's speed is reduced by 10 feet for 24 hours



must be done in this order to unlock the cell without any problems:

1. Skull key, rib cage key, hipbone key, femur key, foot key
2. Foot key, femur key, hipbone key, rib cage key, skull key
3. Rib cage key, foot key, skull key, femur key, hipbone key

Each time a key combination is entered successfully, a crystal lights up next to the door. If a crystal is lit up and then an unsuccessful combination is entered, all the crystals go dark and the locks reset. The characters must start over.

If a character tries to pick a lock, attacks the door, casts a spell on the door, puts a key in a lock out of sequence, or tries to open the door in some way before it is unlocked, the door's trap is triggered.

When the trap is triggered, roll on the Cell Door Trap Effects table to determine what happens. The trap's area of effect is the entirety of area 36. The DC to save against the effect is always 21.

[37] Ellegrey's Hall

Read or paraphrase:

A woman in black full plate with bat wings sprouting from her back spars with two other yellow-skinned bat-winged humans with huge tails. Her longsword clangs against their pitchforks as she lays them low with skill and precision. Then she turns to you. "Come in and speak your business in the Demonplague Dungeon," she barks.

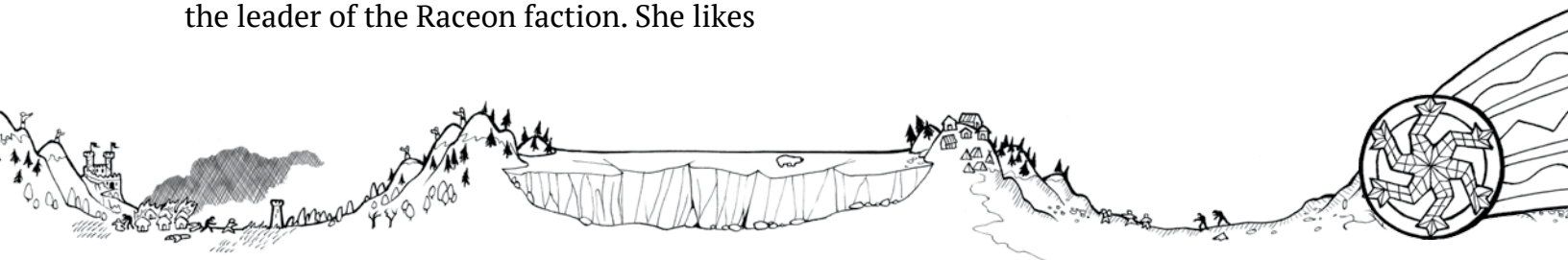
Ellegrey, an **erinyes** (SRD pg. 279) with 200 hit points who wields a *vorpal longsword*, is the leader of the Raceon faction. She likes

to spend her free time sparring with two **horned devil** (SRD pg. 279) brothers, Ital and Barnebus.

Opening the door to Xancrown's cell is exactly what Ellegrey is supposed to prevent, but she wants to believe there is a way to kill the plague demon and end his threat once and for all. Even if she is convinced of the characters' intentions, she isn't positive they can accomplish the task. If the characters are honest and succeed on a DC 15 Charisma (Persuasion) check, Ellegrey offers them the following deal: get the newest faction leader in area 50 (page 37) to join the truce she has established, and they will receive her key to Xancrown's cell (if the characters don't know about the keys to Xancrown's cell, she informs them how many are needed to open the cell). This way if the characters fail to kill Xancrown, plenty of organized forces will be on hand to stop him from escaping.

If the characters agree to these terms, Ellegrey gives them *badges of the emperor*. These badges allow the characters to pass through the Raceon areas of the Demonplague Dungeon unmolested by members of that faction. In addition, Ellegrey can hear everything the characters say while they wear the badges. She can also make any number of badges explode as an action, causing the wearer to take 33 (6d10) force damage. The badges have a symbol that depicts a helmet with the words "Protect and Prosper" in Common beneath it. If the characters agree and keep their end of the bargain, Ellegrey sends for her key and gives it to them (see area 40, page 32).

Treasure. Ellegrey wields a *vorpal longsword*.



[38] Game Hall

Read or paraphrase:

Nine ghostly humans sit on the floor in three groups of three playing games of cards and dice. Six suits of Raceon ceremonial armor sit on stands along the walls of the chamber.

Nine **ghosts** (SRD pg. 313) play games of chance here. If the characters do not wear *badges of the emperor*, the ghosts attack. They fight to the death, or until a character convinces them with a DC 15 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the ghosts escort the characters to area 37 (page 31) to see Ellegrey.

If the characters wear the badges, the ghosts invite them to play a game of chance. A character can play a game of dice or cards with the ghosts by buying in with a *potion of healing* or other uncommon or more valuable potion. Creatures who play must make a DC 10 Wisdom check in the gaming set they are playing. If the character succeeds on this check, they break even. If the character beats the check by 5 or more, they get an extra *potion of healing*. If the character succeeds on the check by 10 or more, they get two *potions of healing*.

Treasure. Each suit of ceremonial armor in this room is worth 1,000 gp.

[39] The Gauntlet

Read or paraphrase:

An empty hall gives way to a large steel door at its end.

This hall leads to a room that holds a small collection of Raceon treasures and Ellegrey's key to the Demonplague Dungeon. Five Raceon **wraiths** (SRD pg. 358) hide in the walls and attack any characters that trigger the trap here, fighting to the death.

Poison Gas Trap. At the center of the hall there is a hidden 5-foot-long pressure plate that spans the entire width of the floor. Any weight of more than 20 pounds placed on the pressure plate triggers the trap. The pressure plate can be spotted with a DC 15 Wisdom (Perception) check. A character studying the area can determine the pressure plate is a slightly different color than the rest of the floor with a DC 15 Intelligence (Investigation) check. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

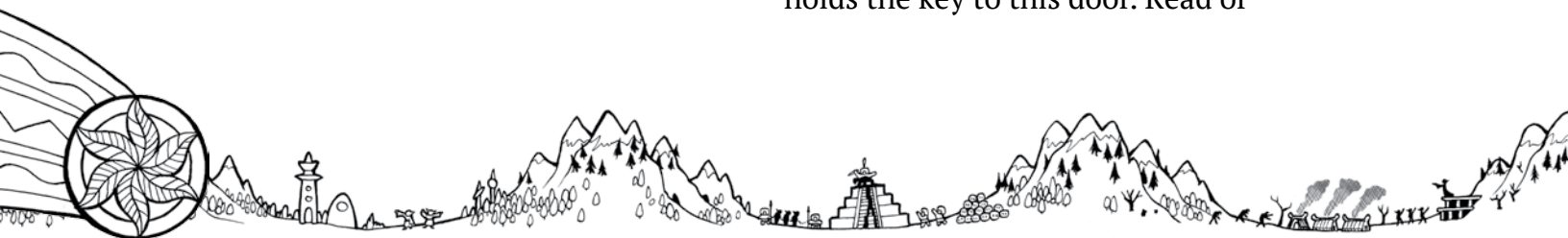
When the trap triggers, four stones in the corners of the ceiling slide back to reveal iron grates that spew forth a poisonous yellow gas, filling the whole area. Creatures in the area who enter or start their turn in the gas must succeed on a DC 17 Constitution saving throw or take 22 (4d10) poison damage and be poisoned until the start of their next turn. Creatures who succeed take half damage and are not poisoned.

The trap resets and the poison gas disappears 24 hours after being triggered. The gas can be dissipated earlier by introducing a strong wind.

The door to area 40 is locked.

[40] Raceon Vault

The door to this area is locked. Ellegrey holds the key to this door. Read or



paraphrase the following text after the characters open the door:

Glittering piles of coins and gems sit all over this room. The treasures are only a temporary distraction however. A hulking devil with an enormous mace and venomous jaws stands in the center of the room, bellowing and stretching its wings as you enter. "Thieves! Or worse! You die here and now."

Ellegrey commands the forces here, but Dragnoth, a Raceon **pit fiend** (SRD pg. 281), has a particularly zealous dedication when it comes to protecting the Raceon's treasures and keeping Xancrown behind bars. The pit fiend fights to the death, unless Ellegrey accompanies the characters. The pit fiend's bellows draw the attention of his allies in areas 38 (page 32) and 39, who arrive in 1d4 rounds.

Hidden Key. A character who searches the room finds a loose stone in the wall with a DC 15 Wisdom (Perception) check. Behind the stone is a locked safe. Ellegrey holds the key. The safe's lock can be picked with a DC 20 Dexterity check made with thieves' tools, or it can be forced open with a DC 20 Strength check. The safe has AC 19, 27 hit points, and is immune to poison and psychic damage. If a character attempts to force the safe open, attacks the safe, or fails to pick the lock, that character must make a DC 15 Wisdom saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much on a success.

Inside the safe is a key encased in an amber gem. A *detect magic* spell reveals an aura of abjuration magic coming from the amber. The amber is immune to all damage except thunder damage. If it takes any thunder damage, the gem splits open and reveals a key branded with a pair of femurs. This key

is one used in area 36 (page 29) to enter area 51 (page 39), Xancrown's cell.

Treasure. There are 100,000 gp worth of coins in this room, five rubies worth 5,000 gp each, fifty ambers worth 100 gp each, and a hundred bloodstones worth 50 gp each. The room also contains three *potions of invulnerability* and a *rod of lordly might*.

[41] Guarded Entrance

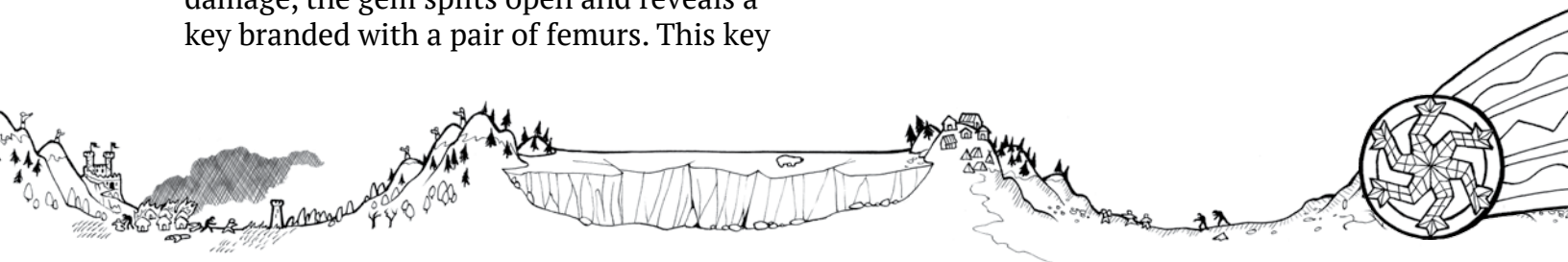
The door to this area is locked. The faction leader in area 50 (page 37) holds the key. Read or paraphrase the following text after the characters open the door:

As you open the door a blast of cold shakes your bones. The floor in this room is covered with snow that swirls around in a voracious wind that howls like a deep scream.

The characters have entered the territory of the newest faction to arrive in the Demonplague Dungeon: souls from the current day Luna Valley who have died recently, converted into undead and devil guardians of the prison.

Four **chain devils** (SRD pg. 278) from this new faction hide beneath the snow. A character notices them with a DC 15 Wisdom (Perception) check made with disadvantage because of the swirling snow. The chain devils wait until all the characters enter the room and then attack. They are panicked at the intrusion and fight to the death.

Snow. The snow in this room makes the floor difficult terrain. In addition, Wisdom (Perception) checks that rely on hearing and vision are made with disadvantage.



[42] Frozen Pool

Read or paraphrase:

A thin layer of snow covers the ground in this room. A frozen pool dominates the room's western half, sitting in a large basin.

The pool isn't as solid as it appears. Its icy top layer is about 2 inches thick and beneath is clear frigid water.

Icy Pool. A *detect magic* spell reveals an aura of evocation magic coming from the pool. The first time a creature drinks from the water in the pool as an action, it regains 5 hit points. Devils and undead receive the same effect on subsequent drinks from the pool. Other creatures that take subsequent drinks from the pool must make a DC 17 Constitution saving throw. Creatures who fail take 44 (8d10) poison damage and are poisoned for 8 hours. Creatures who succeed take half damage and are not poisoned.

Treasure. At the bottom of the pool is a clear diamond worth 10,000 gp. A character notices this diamond with a DC 20 Wisdom (Perception) check.

[43] Lodge of Wights

Read or paraphrase:

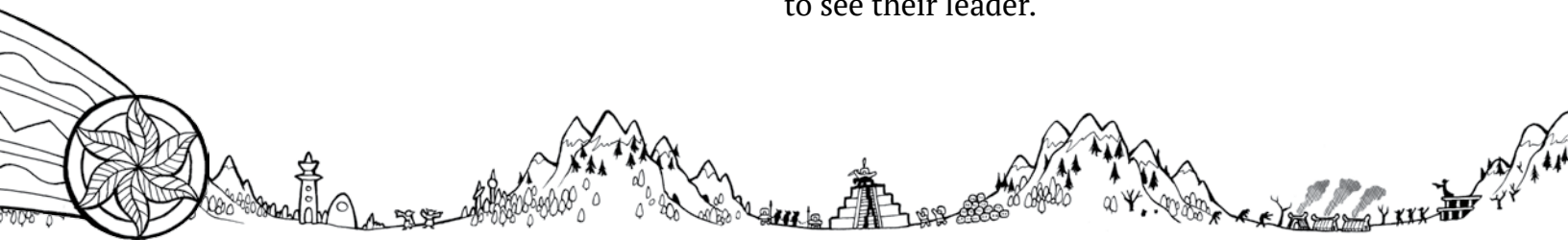
The room opens to a cozy burst of warmth. A dozen men and women of various races with pure white skin and jet-black hair sit at two long tables set with benches. A roaring fire roasts a duck while all drink mugs of ale. Hunting trophies on the wall make this room feel like a bizarre but cozy lodge for undead humanoids.

THE NEW FACTION

At your discretion, there is a 5% chance that whenever the characters meet a guardian from the new faction, it is the soul of a person they knew from earlier in the adventure who has now died. This could include NPC allies and enemies, which can have an effect on how the characters interact socially with the guardians. In general, if the characters had a positive relationship with the NPC during its life, they have advantage on Charisma checks made to influence the individual, and if the relationship was negative, those checks have disadvantage or could even automatically fail.

It is up to you who these souls were in life and how recognizable they are now. You might even choose to have the characters come across an old face they thought was still alive, but has died since they last entered the Demonplague Dungeon, to illustrate the dangers of the Luna Valley and the spreading demonplague.

This room of twelve **wights** (SRD pg. 357) is discussing the other factions in the dungeon and their leader in area 50 (page 37). If the characters do not have a deal with the leader in area 50, the undead attack on sight. The wights fight to the death, or until a character convinces them with a DC 17 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the wights escort the characters to area 50 to see their leader.



If the characters do have a deal with the faction leader, the wights invite them to sit and discuss the other factions with them. The inside information about the personalities and rumors the wights have heard about the other leaders give the characters advantage on the next Charisma check they make to influence a leader of a faction.

[44] The Visage Coffin

Read or paraphrase:

A light dusting of snow covers this room and a low wind howls, keeping the place nice and cold. In the corner sits a large stone coffin.

When characters interact with the coffin, they notice it is iced over. Dealing 20 points of bludgeoning or fire damage to the ice is enough to destroy it and open the coffin. A *detect magic* spell reveals an aura of illusion magic coming from the coffin.

Opening the Coffin. Once the coffin is open, any creature who looks inside sees an image of themselves as a corpse. This creature must make a DC 17 Wisdom saving throw. A creature who fails gains a random form of long-term madness. A creature who succeeds is immune to the frightened condition for the next 1d10 days. A creature that looks in the coffin only makes the save once.

[45] Ice Devil Playground

Read or paraphrase:

The floor of this room is solid ice; slippery, cool, and wet beneath your feet. Three humanoids made of ice with long tails slide across it, chasing each other and laughing.

Three newly created **ice devils** (SRD pg. 280) play in this room, testing out their new fiendish powers. If the characters do not have a deal with the leader in area 50 (page 37), the devils attack on sight. The devils fight to the death, or until a character convinces them with a DC 17 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the devils escort the characters to area 50 to see their leader.

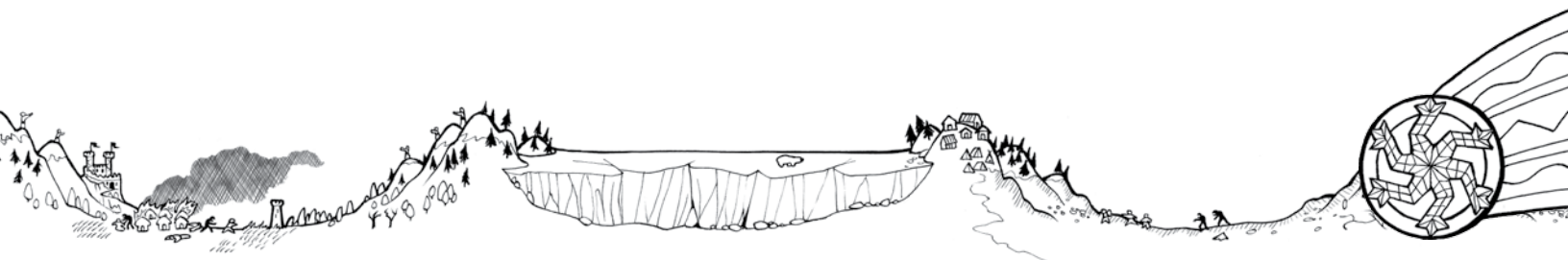
If the characters have a deal with the faction leader, the ice devils ask the characters if they want to play a game of ice tag. The devils have the clear advantage given the icy terrain. If the characters agree, have each make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check (character's choice). If more than half the characters succeed, the devils had fun with the challenge and reward the characters by giving them the *staff of frost* they have hidden beneath the ice.

Icy Ground. Ice devils can move normally over the icy ground, but any creature that moves more than half its speed over the icy ground in a single turn must succeed on a DC 15 Dexterity (Acrobatics) check or fall prone.

Treasure. The ice devils have hidden a *staff of frost* beneath the ice at the center of the room. A creature notices the staff with a DC 17 Wisdom (Perception) check. The patch of ice the staff is buried under has AC 13, 18 hit points, and is immune to poison and psychic damage.

[46] Shrine of Salu

Read or paraphrase:



This stone room is set with three rows of two benches side by side. At the north end of the room before the benches is a large altar that holds many burning candles.

The benches are packed. Two purple-skinned clawed humanoids sit on each – making an audience of a dozen total, who listen to a large devil with yellow skin and giant, curving horns giving a sermon about a god whose name you know well.

Here a **horned devil** (SRD pg. 279) leads an audience of twelve **ghouls** (SRD pg. 315) in a sermon about the goddess Salu. If the characters do not have a deal with the faction leader in area 50 (page 37), the devil and ghouls attack them on sight. They fight to the death, or until a character convinces them with a DC 17 Charisma (Persuasion) check that they have come to end Xancrown's life and not to free him. If the latter happens, the devil escorts the characters to area 50 to see their leader.

If the characters have a deal with the faction leader in area 50, the horned devil invites the characters to pray with them. Those that do gain inspiration. The sermon takes 1 hour.

Treasure. There is a secret drawer within the altar. A character who searches the altar notices the outline of the drawer with a DC 15 Intelligence (Investigation) check. Within the drawer are two rubies worth 5,000 gp each.

SHRINE OF SALU

If you're setting *Xancrown's Prison* in another world, you can replace Salu with any other deity who has the Life domain.

[47] Avalanche Room

Read or paraphrase:

Several huge boulders sit cracked on broken earth in this room. A cold wind blows as snow falls. Looking up you can see the ceiling is much higher in this room.

Five **wraiths** (SRD pg. 358) sit in the walls of this room and wait for the falling boulders trap to trigger. Once the trap is sprung, they fight to the death.

The ceiling in this room is 100 feet high.

Falling Boulders Trap. When creatures that are not devils or undead and who do not have an agreement with the faction leader in area 50 walk through the center of this room, the trap triggers. Each round on initiative count 20, a massive boulder falls from the sky. A random creature (GM's choice) in the room that does not have the Incorporeal trait must succeed on a DC 13 Dexterity saving throw or take 33 (6d10) bludgeoning damage and become prone and restrained as it is pinned under a 5-foot-radius boulder. Moving a boulder to allow a pinned creature to escape requires a DC 17 Strength check made as an action. A pinned creature who makes a Strength check to move a boulder does so with disadvantage.

[48] The Final Plea

Read or paraphrase:

As you open the door, the stench of death burns your nose and churns your stomach. You are back in the Luna Valley, but Tomar's Crossing lies leveled and smoldering. The barely recognizable corpses of your allies burn all



around. You hear the screech of a valok who leaps off a building on top of you!

Before you can react, the scene shifts again. Each of you sees a similar horrific image of your hometown or a place that is special to you. Your friends and family are all dead, or worse – transformed into horrific valok.

Suddenly, a voice sounds in your minds and ears at once. It speaks in your native languages. “Behold what the world will become if you fail to kill Xancrown after you open his cell.” A white-winged woman more powerful than any humanoid you’ve ever come across floats to the ground as the room transitions into its true form of plain stone. Her eyes glow with pure white light as she looks into your very core.

Kaylial, a **solar** (SRD pg 265), has come to the Demonplague Dungeon and taken a room for her own. The factions know better than to disturb her.

The solar is here to tell the characters to turn back and use the Minas Herion ritual to once again bury the Luna Valley in ice. Even she is frightened of Xancrown’s power and does not believe the characters can succeed. If the characters agree, she sees to it that they leave the dungeon unmolested. If the characters don’t agree, Kaylial attacks them, fighting to the death.

The only other way the characters can avoid the encounter with the solar is by convincing her they are tough enough to kill Xancrown with a DC 22 Charisma (Persuasion) check and a well-reasoned argument. Even if they pass this check, Kaylial remains skeptical and stays in the dungeon to try to fight Xancrown in case he escapes.

[49] The Hall of Sorrows

Read or paraphrase:

When you open the door you hear the crying of a small child. Each step you take further into the room, a new mournful voice joins in, crying or wailing, becoming a horrid chorus. The wall stretches and twists occasionally, as if a face caught within is trying to scream its way out. A strange mist gathers low in the hall around your ankles.

The souls of those recently killed by the demonplague live in these walls, crying out in pain. Creatures who are not devils or undead who enter the hall and can hear the cries must succeed on a DC 15 Wisdom saving throw at the start of their turns or take 22 (4d10) psychic damage and be paralyzed until the start of their next turn.

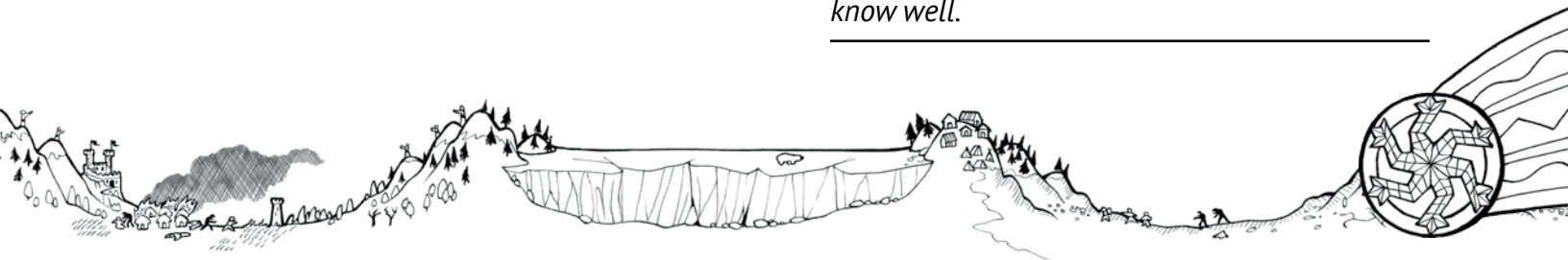
When all characters have entered the hall, the mist transforms into two **vampires** (SRD pg. 355) who attack and fight to the death.

If the characters are escorted by members of the new faction or have a deal with the faction leader in area 50, they have nothing to fear from this hall.

[50] The New Faction Leader

Read or paraphrase:

A raised dais sits at the back of the room with a gilded throne atop it. Sitting on the throne is a powerful mummy who is taking advice from other wrapped undead. As you enter, the leader mummy looks up and removes the wrapping from its undead face, revealing someone you know well.



New Faction Leader

d4	Relationship to PCs	Reaction
1	Helpful ally	This NPC was a friend of the characters in life and will help them in any way.
2	Crossed paths	This NPC knew the characters, but was neither friend nor foe and requires a DC 15 Charisma (Persuasion) check to agree to any requests. If the characters fail this check, the mummy lord asks them to leave before attacking.
3	Adversary	This NPC had a troubled relationship with the characters that wasn't outright hostile, and requires a DC 19 Charisma (Persuasion) check to agree to any requests. If the characters fail this check, the mummies attack.
4	Enemy	This NPC hated the characters in life and attacks them on sight.

The **mummy lord** (SRD pg. 337) and its four **mummy** (SRD 336) advisors are discussing which factions they can trust in the Demonplague Dungeon. The mummy lord is a humanoid who died, but whom the characters have met over the course of the campaign. You can decide who the mummy lord is and how the character acts based on their actions, or use the New Faction Leader table to help guide you.

The Leader's Key. The faction leader keeps a key to Xancrown's prison. It is given to the characters encased in flesh. The leader does not know how to get the key out. A *detect magic* spell reveals an aura of abjuration magic coming from the lump

of flesh. It is immune to all damage except necrotic damage. If it takes any necrotic damage, the lump splits open and reveals a key branded with skeletal feet. This key is one used in area 36 (page 29) to enter area 51 (page 39), Xancrown's cell.

Treasure. The throne in this room is worth 2,500 gp.

Behind the throne is a locked wood chest to which the mummy lord holds the key. A DC 15 Dexterity check made with thieves' tools picks the lock, and a DC 20 Strength check opens the chest. The chest has AC 15, 18 hit points, and is immune to poison and psychic damage. Inside the chest is 50,000 gp.



[51] Xancrown's Cell

The door to this area is locked. See the description of area 36 (page 29) for information on how to open this door. Read or paraphrase the following when the characters open the door:

As the final crystal ignites with the light there is a hiss as the door unseals, letting out thousands of years of feverishly warm stale air. A smell of decay and rot is heavy in that humid hiss as the door slowly rises into the ceiling.

The floor and four large pillars in this room are covered in fresh and dried mucus and vomit. A large stone bed is set opposite the door. Standing atop the bed is the most horrid monster you've ever seen. Xancrown stands nearly twenty feet tall. The lower half of his body is like a scorpion's with vicious spiked tail. The upper half of his body is humanoid and pale-green, covered in oozing pustules. His arms end in enormous, jagged pincers. His six bug eyes stare with malice from his mandibled head.

"Finally, you have freed me. Bow down now and you might survive as slaves in the new world I conquer."

If the characters attack, **Xancrown** (page 44) fights back and to the death. The characters have an opportunity to gain surprise. If they bow down, have the character with the highest bonus make a DC 22 Charisma (Deception) check. If the check succeeds, the characters catch Xancrown unaware, and gain the benefit of surprise.

Vomit-Coated Walls and Floor. Xancrown has spent ages coating his cell with his own vile body fluids. This allows him to use his lair actions within the cell.

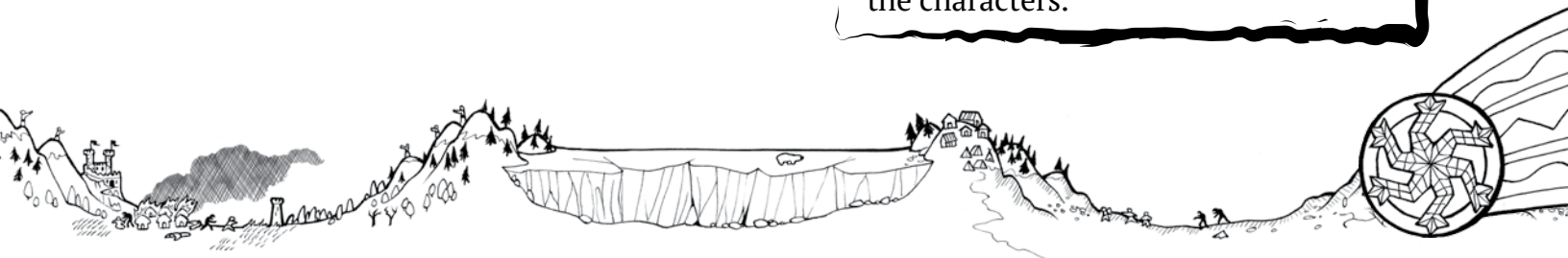
Concluding The Demonplague

If the characters defeat Xancrown and perform the Minas Herion ritual, the plague demon's reign of terror ends for good. The plague demon is dead and cannot return to this plane or any other. All valok and plague zombies in the Luna Valley die. Any other effects of Xancrown's awakening end immediately. All creatures who have contracted the demonplague are cured. The guardians of the dungeon thank the characters, free to now pass to the afterlife. They disappear from the dungeon. In Tomar's Crossing, the characters are welcomed back as heroes as the Luna Valley begins to build the small village into a city. The characters could have further adventures in the Luna Valley, as the settlement expands.

If the characters failed to kill Xancrown, the plague demon escapes the dungeon. He gathers any of the remaining members of the demon army that came to free him and begins to wander the Material Plane, spreading his disease throughout. It only takes him a year to cover the world in the demonplague, devouring it all, before leaving to return to the Abyss.

INCREASING THE ENCOUNTER DIFFICULTY

The fight with Xancrown should be deadly, even for level 20 characters. If you feel the fight has become too easy, you can make one or more **valok** (page 43) rise out of the fluids on the floor of the chamber to also harass the characters.



APPENDIX A: MAGIC ITEMS

SRD Magic Items

Ammunition +1, +2, +3 — SRD pg. 211

Armor +1, +2, +3 — SRD pg. 212

Dwarven Plate — SRD pg. 223

Elemental Gem — SRD pg. 224

Frost Brand — SRD pg. 226

Hammer of Thunderbolts — SRD pg. 227

Oathbow — SRD pg. 235

Potion of Healing — SRD pg. 237

Potion of Invulnerability — SRD pg. [[XXX]]

Robe of the Archmagi — SRD pg. 242

Rod of Lordly Might — SRD pg. 243

Spell Scroll — SRD pg. 245

Staff of Frost — SRD pg. 246

Vorpal Sword — SRD pg. 251

Weapon +1, +2, +3 — SRD pg. 254



APPENDIX B: FOES

SRD Foes

Angel, Solar — SRD pg. 265

Devil, Barbed Devil — SRD pg. 277

Devil, Bearded Devil — SRD pg. 277

Devil, Bone Devil — SRD pg. 278

Devil, Chain Devil — SRD pg. 278

Devil, Erinyes — SRD pg. 279

Devil, Horned Devil — SRD pg. 279

Devil, Ice Devil — SRD pg. 280

Devil, Imp — SRD pg. 280

Devil, Pit Fiend — SRD pg. 281

Genie, Efreeti — SRD pg. 313

Ghost — SRD pg. 313

Ghoul — SRD pg. 315

Ghoul, Ghast — SRD pg. 314

Golem, Iron — SRD pg. 319

Golem, Stone — SRD pg. 320

Lich — SRD pg. 328

Mummy — SRD pg. 336

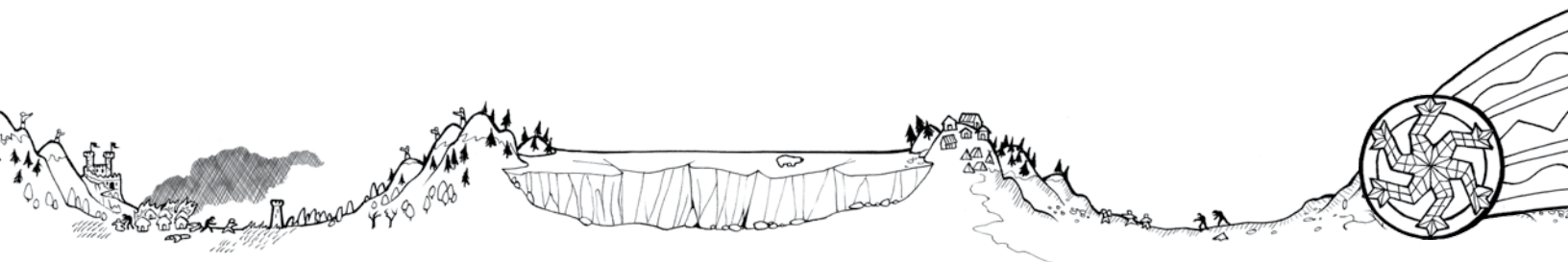
Mummy Lord — SRD pg. 337

Vampire — SRD pg. 355

Vampire Spawn — SRD pg. 357

Wight — SRD pg. 357

Wraith — SRD pg. 358



Vampire Mage

A vampire mage is a **vampire** trained in the arcane arts and is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The vampire mage has the following wizard spells prepared:

- * Cantrips (at will): *fire bolt*, *mage hand*, *shocking grasp*
- * 1st level (4 slots): *color spray*, *shield*, *thunderwave*
- * 2nd level (3 slots): *hold person*, *misty step*, *suggestion*
- * 3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*
- * 4th level (3 slots): *blight*, *polymorph*
- * 5th level (1 slot): *wall of force*

The vampire mage Legba wears +2 studded leather armor which makes her AC 18. The vampire mage has a challenge rating of 15 (13,000 XP)



Valok

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 123 (13d8 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +7, Con +8, Wis +4, Cha +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 8 (3,900 XP)

Contagion Gaze. When a humanoid that can see the valok's eyes starts its turn within 30 feet of the valok, the valok can force it to make a DC 16 Constitution saving throw if the valok isn't incapacitated and can see the humanoid. On a failure, the humanoid is afflicted with the demonplague.

Unless surprised, a humanoid can avert its eyes to avoid the saving throw at the start of its turn. If the humanoid does so, it can't see the valok until the start of its next turn, when it can avert its eyes again. If the humanoid looks at the valok in the meantime, it must immediately make the save.

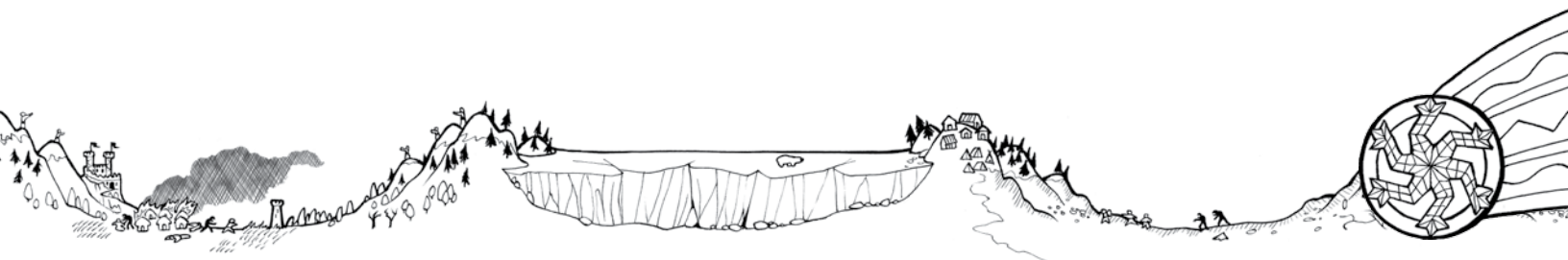
Magic Resistance. The valok has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The valok makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage and the target must make a DC 16 Constitution saving throw or become poisoned.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



Xancrown

Huge fiend (demon), chaotic evil

Armor Class 21 (natural armor)

Hit Points 435 (30d12 + 240)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	26 (+8)	20 (+5)	20 (+5)	25 (+7)

Saving Throws Dex +11, Con +16, Wis +13

Skills Perception +13, Religion +13

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities charmed, disease, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 26 (90,000 XP)

Contagion Gaze. When a humanoid that can see Xancrown's eyes starts its turn within 30 feet of the demon lord, Xancrown can force it to make a DC 24 Constitution saving throw if Xancrown isn't incapacitated and can see the humanoid. On a failure the humanoid is afflicted with the demonplague.

Unless surprised, a humanoid can avert its eyes to avoid the saving throw at the start of its turn. If the humanoid does so, it can't see Xancrown until the start of its next turn, when it can avert its eyes again. If the humanoid looks at Xancrown in the meantime, it must immediately make the save.

Death Slaves. When a creature infected with demonplague is killed by Xancrown, it rises on its next turn as a **valok** (page 43) under his control.

Innate Spellcasting. Xancrown's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

- ✦ At will: *chill touch* (17th level), *ray of sickness*
- ✦ 3/day each: *counterspell*, *blight*
- ✦ 1/day: *power word kill*

Legendary Resistance (3/day). If Xancrown fails a saving throw, he can choose to succeed instead.

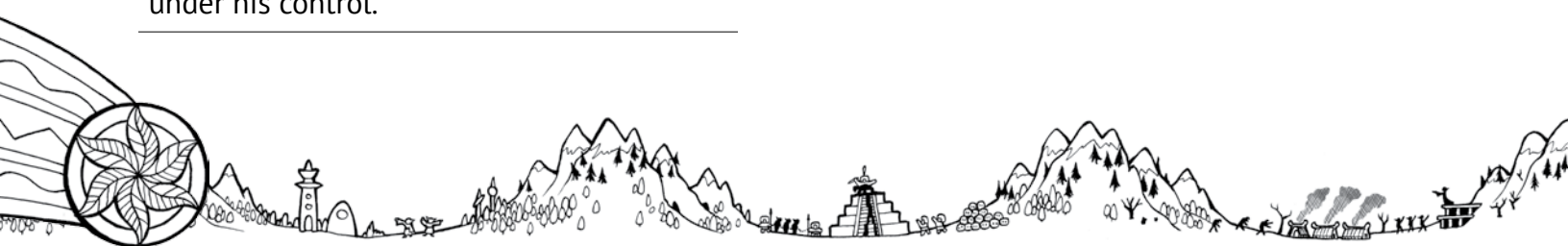
Magic Resistance. Xancrown has advantage on saving throws against spells and other magical effects.

Magic Weapons. Xancrown's weapon attacks are magical.

Actions

Multiattack. Xancrown makes four attacks: one with his bite, one with his tail, and two with his claws.

Bite. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. *Hit:* 27 (3d12 + 8) piercing damage. When Xancrown bites a creature that has at least one head and rolls a 20 on the attack roll, it bites off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to piercing damage, doesn't have or need a head, has legendary actions, or the GM decides the creature is too big for its head to be removed with a bite. Such a creature instead takes an extra 27 (6d8) piercing damage from the hit.



Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one Huge or smaller creature. *Hit:* 21 (3d8 + 4) bludgeoning damage and the target is grappled (escape DC 24). Until this grapple ends, the target is restrained and Xancrown can't use this claw to attack another target. Xancrown can grapple up to two creatures this way at once.

Tail. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage and the target must make a DC 24 Constitution saving throw or become poisoned for 1 minute. A creature poisoned this way can repeat the saving throw at the end of its turn, ending the poisoned condition early on a success.

Legendary Actions

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

Tail. Xancrown makes one tail attack.

Chill Touch. Xancrown casts *chill touch* (17th level).

Weakening Aura (2 Actions). Xancrown sends out waves of disease from his body. Each creature within 20 feet of him must succeed on a DC 24 saving throw or gain a level of exhaustion.

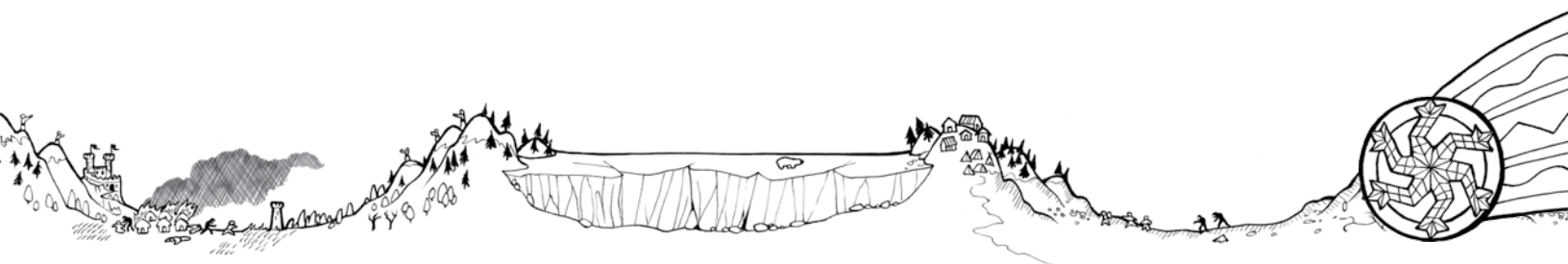
Xancrown's Lair

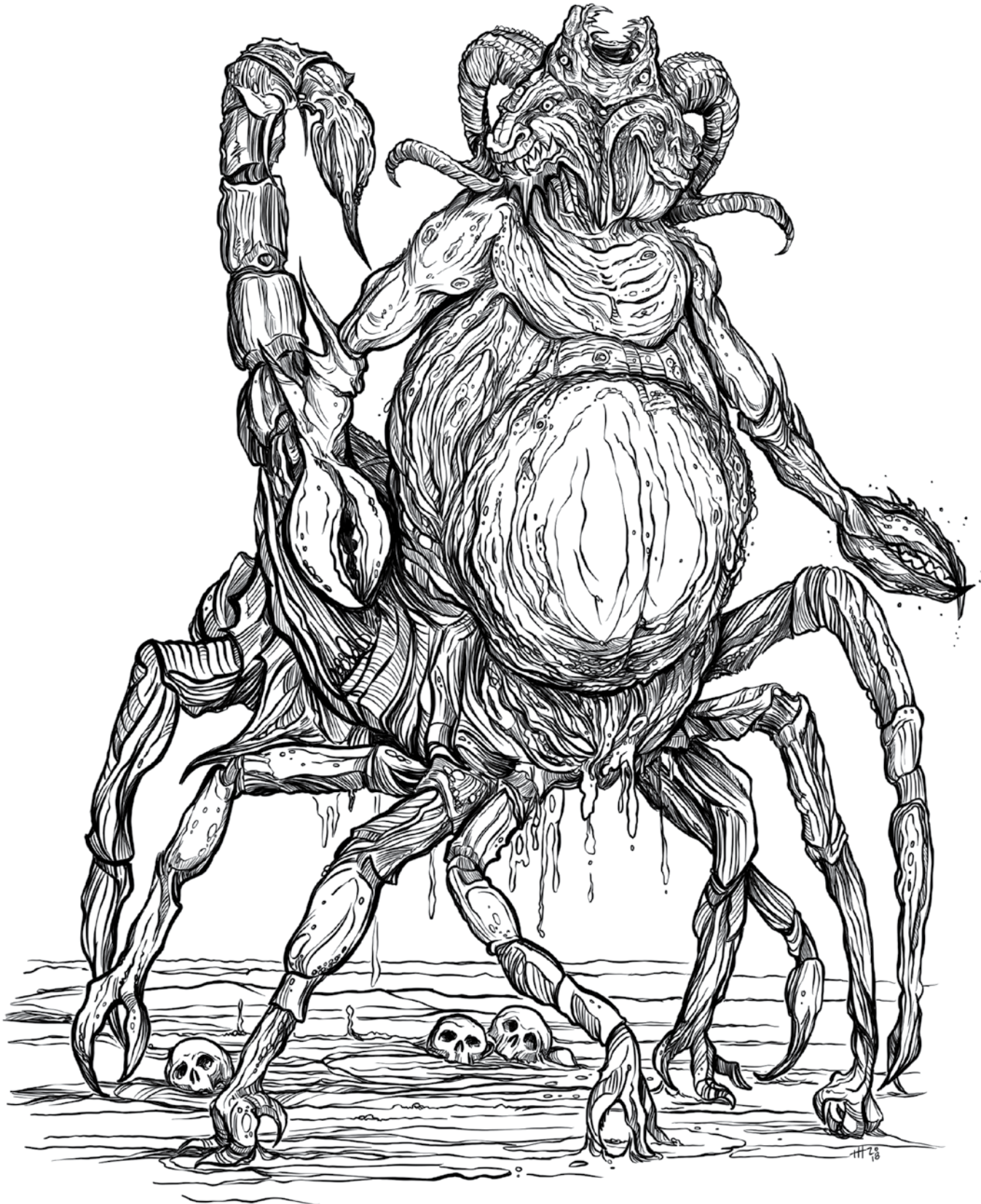
For more than 4,000 years, Xancrown's cell in the Demonplague Dungeon has been his lair. Xancrown has used his vile body fluids to turn the room into a place that can harness his power.

Lair Actions

On initiative count 20 (losing initiative ties), Xancrown can take a lair action to cause one of the following effects. He can't use the same effect two rounds in a row:

- * Xancrown picks one creature he can see that is touching his body fluids. That creature must succeed on a DC 20 Constitution saving throw or become paralyzed until the start of initiative count 20 next round.
- * Xancrown animates his body fluids. Three creatures he can see within 10 feet of the floors, ceiling, pillars, or walls of his cell must succeed on a DC 20 Dexterity saving throw or become grappled (escape DC 20) by the fluids until the start of initiative count 20 of the next round. While grappled this way, creatures are restrained.
- * Xancrown sends an electrical pulse out through his body fluids. Each creature touching his body fluids within 30 feet of Xancrown must succeed on a DC 20 Dexterity saving throw or take 16 (3d10) lightning damage.





APPENDIX C: MAPS

DEMONPLAGUE DUNGEON

Level 1

