



**5E**

# WRATH OF THE DEMON LORD

**FIFTH EDITION COMPATIBLE**

Save a village from a demon incursion in this 8th-level  
adventure for the world's greatest roleplaying game



# Wrath of the Pit Lord

## Background

The town of Ravenshead has fallen to dark forces. During the last new moon, demons poured forth from the cathedral's crypts and slaughtered the townsfolk. Now, the few surviving villagers have fled to a nearby town in search of help. Fearing that the demonic invasion might flow out into nearby settlements, the local constabulary have offered a reward to whoever can close the portal allowing them into our world.

Unbeknownst to most, a portal was opened by the local clergy when they read from a forbidden book found deep beneath the cathedral. This has allowed a Pit Lord to take up residence in the crypts and summon forth more demonic henchmen. Unless he is slain, the forces of Hell will continue to pour forth and invade the material plane.

## Adventure Hooks

*Wrath of the Demon Lord* is an adventure for four 8th level adventurers. With good play, they can advance to 9th level. The adventure can take place in any town set in a civilized area. Choose one of the hooks below or make up your own.

**A Dark Artifact.** The characters heard of a book of great power buried beneath a nearby cathedral. They went in search of it only to find that the town has been overrun by demons.

**A Pious Purpose.** The characters heard of the demonic incursion in a nearby town and set out to seal whatever portal they're coming through.

**A Righteous Reward.** The characters have been offered 2,400 gp in exchange for defeating the source of the demonic invasion and bringing peace to the town.

## The Crypts of Ravenshead

The crypts of Ravenshead are currently infested with demons. They extend deep beneath the town's cathedral. The demonic energy has animated some of the corpses within and numerous demons roam the halls.

## General Features

**Ceilings.** The ceilings are made of stone and rise 15 ft. above the floor. **Floors and Walls.** The floors are made of tiled stone and the walls contain numerous small alcoves where the dead have been laid to rest. **Doors.** The doors are made of rotten wood. Light will leak through from one side to the other. Unless specified otherwise, the doors are all unlocked. **Lighting.** There are no sources of light in most of the rooms. **Unusual Features.** The smell of sulphur permeates the crypts. There are many collapsed tunnels that lead to nowhere.

The following rooms are keyed to the included map and numbered for ease of use.

## Travel Encounter: Demons on the Road

The road here narrows at the entrance to town. A pack of Hell Hounds patrols the area.

**Encounter: The Hounds of Hell.** There are five **hell hounds** here patrolling the road. They utilize their pack tactics to try to take down anyone who separates from the group.

## The Cathedral

This ruined structure is charred from the eruption of demonic energy that came from the crypts beneath. Rocks and debris lie scattered about. Inside, a group of armored bipedal demons mill about in front of what appears to be a stairwell leading down.

The stairwell here leads down into the crypts. The ceiling of the cathedral has collapsed and the rubble has caused the floor here to be difficult terrain.

**Encounter: Fiendish Troops.** There are a dozen **demonic soldiers** here. They use the **hobgoblin** stat block except their type is fiend and they speak Abyssal and common. They fight intelligently and focus on the most dangerous character.

## 1. The Crypt Entrance

The floor here is slick with blood and the air reeks of rotten flesh. Numerous corpses shamble through the knee deep crimson liquid.

The floor here is slippery. Any creature that moves at more than half its speed must succeed on a DC 12 Dexterity (Acrobatics) check or else they fall prone.

**Encounter: Zombies.** There are twelve **zombies** wandering around in the bloody pool. They attempt to grapple and drown anyone who gets close to them.





## 2. Side Tomb A.

This small chamber contains a small stone chest surrounded by rubble.

**Encounter: Imps.** There are six **imps** here. They're all invisible when the characters enter and wait for someone to open the chest before they attack.

**Treasure: Stone Chest.** The chest here is locked. It can be opened with a DC 15 Dexterity (Sleight of Hand) check. It contains 250 gp, a ruby worth 50 gp, and a *spell scroll of lesser restoration*.

## 3. Side Tomb B.

This room contains a broken stone chest and two small stone statues.

This room is empty. Nothing of note is here.

## 4. Collapsed Tomb

This room is empty. To the east is a collapsed tunnel. To the north, there is a mural depicting a great battle.

**Treasure: Hidden Tomb.** There is a secret door on the north wall. It can be found with a DC 18 Intelligence (Investigation) check. Behind it, there is a sarcophagus. Inside, there's a *+1 longsword* and a *+1 shield*. To retrieve them, someone must pry them from the hands of the dead corpse holding them.

## 5. Main Crypt

A large creature standing nearly 12 ft. tall dominates the center of this octagonal room. Behind it, a large sarcophagus rests against the wall.

**Encounter: Glabrezu.** The **glabrezu** targets any spellcasters or major threats with the *confusion* or *power word stun* spells and uses the *darkness* spell to blind any melee characters.

**Treasure: Sarcophagus.** The sarcophagus contains 2,000 gp and a *+2 silvered spear*.

## 6. Collapsed Foyer

This room contains the remainder of an ancient temple's foyer. The walls have dark sigils carved into them, and blood is smeared across the rubble on the floor. It appears as though this was a meeting place at some point in the distant past.

This room is empty. Nothing of note is here.

## 7. Temple Hallway

This long hallway contains four 5 ft. alcoves, three of which contain statues of demonic entities. To the west, a flooded room can be seen. To the east, a shattered small stone chest can be seen against the wall.

**Encounter: Barbed Devils.** The three statues here are all **barbed devils** currently petrified. They animate when anyone walks down the western half of the hallway past them. They focus their attacks on that one person unless a more dangerous threat makes itself known.

## 8. Flooded Hallway

This partially collapsed hall contains filthy brackish water pooled along the north and western walls. The smell of filth is overwhelming.

The floor here is slippery. Any creature that moves at more than half its speed must succeed on a DC 12 Dexterity (Acrobatics) check or else they fall prone.

**Encounter: Otyughs.** Two **otyughs** have made their home in the water. They remain hidden until someone disturbs the water. They fight defensively and will not pursue anyone who flees.

**Treasure: Rotten Satchel.** Beneath the water is a *bag of holding* that contains three *greater potions of healing*.





## 9. Portal Hall

This large room has vaulted 30 ft. ceilings and ornate carvings on the walls. At the far end of the room, a swirling red portal crackles with energy. Standing before it, a massive 15 ft. tall demon can be seen wielding a flaming whip.

The portal leads to a hellish realm. The demons have been pouring through it since it was opened. Currently, the giant demon is sustaining it. Once he is slain, the portal closes within 1d4 rounds.

**Encounter: Demon Lord.** The giant demon is a **demon lord** from the upper layer of the hells. He uses his whip to draw in spellcasters before slashing them with his claws. If a major melee threat presents itself, he'll switch his focus to them.

**Treasure: Flaming Whip.** When the pit lord dies, he drops his magical +2 *flametongue whip*.

## Aftermath

With the pit lord slain, the portal to the hells closes. The remaining demons in the area flee off into the night, potentially setting up another adventure down the road. The remaining clergy return to the cathedral and promise to rebuild it and consecrate the ground once more.

## Drazoc the Demon Lord

*Huge fiend (demon), chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 150 (12d12 + 72)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

**Saving Throws** Str +8, Con +9, Wis +6, Cha +9

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 13

**Languages** Abyssal, telepathy 120 ft.

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

**Fire Aura.** At the start of each of the Pit Lord's turns, each creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the Pit Lord or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

**Magic Resistance.** The Pit Lord has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Pit Lord's weapon attacks are magical.

### Actions

**Multiattack.** The pit lord makes two attacks: one with its claws and one with its whip.

**Claw. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 5) slashing damage plus 7 (2d6) fire damage.

**Whip. Melee Weapon Attack:** +8 to hit, reach 30 ft., one target. Hit: 15 (3d6 + 5) slashing damage plus 7 (2d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the Pit Lord.



**Art: Shutterstock**

**Writing: Benjamin Palmer**

[www.adventuresawaitstudios.com](http://www.adventuresawaitstudios.com)

Open Gaming License The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.





14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a  
Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson. Kraken Beach Scavengers: Copyright 2020, Hamrick Brands, LLC END OF LICENSE

