



Mahadi wants his money back, and the only thing to do is to go...

DIGGING FOR TROUBLE



A Two Hour Adventure for Tier 2 Characters.
Optimized for APL 8.

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ADVENTURE PRIMER

ADVENTURE OUTLINE

This adventure is designed for three to seven 5th to 10th level characters and is optimized for five characters with an average party level (APL) of 8. Characters outside this level range cannot participate in this adventure.

This adventure occurs in the wastes of Stygia, the fifth layer of the nine hells.

BACKGROUND

The characters have been recruited by the Rakshasa merchant Mahadi to travel to Stygia and inquire about money Mahadi previously lent to an archaeologist for an expedition under the glacier. Sounds fairly straightforward, and the employment of adventurers just might help convey how urgently the merchant wants his money.

OVERVIEW

The adventure's storyline is spread over three parts and takes approximately two hours to play. The adventure begins with a Call to Action scene. If you are planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you might want to revisit the Call to Action each time you play.

PART 1: HIRED GOONS (CALL TO ACTION)

The characters are approached and employed by the merchant Mahadi to travel to Stygia and see a scholar about a debt owed to the merchant. This is the **call to action**.

PART 2: FROZEN

The characters navigate their way through Stygia, to the expedition site. Upon arriving, they are further employed by the archaeologist to explore a recently unearthed series of chambers under the glacier, in hopes of finding artifacts of value to settle the debt.

PART 3: BROKEN IS THE PROMISE

The characters emerge from the chambers with an artifact, only to find that the archaeologist is not who they claim to be.

ADVENTURE HOOKS

Adventure Hook 1. The adventures are wandering Mahadi's emporium when they are approached directly by the merchant himself.

Adventure Hook 2. The adventurers are already in Stygia when they are approached by one of Mahadi's minions with the job offer.

PART 1: HIRED GOONS (CALL TO ACTION)

SETTING THE SCENE:

Mahadi's Emporium dazzles visitors with its colorful tents and assistants hawking all sorts of wares. Dealers and buyers – some Infernal, some not – are all welcome here, assuming they abide by the rules of the emporium which Mahadi strictly enforces. In lieu of incense, spices and sweet herbs instead mask the smells of sulfur and blood so common throughout the Nine Hells and rouses potential buyers to imagine exotic travels and travails.

AT MAHADI'S EMPORIUM – READ ALOUD!

Mahadi's Emporium is always a hub of hustle and bustle. Dealers and buyers, both of the Infernal variety and not, in perpetual negotiations for whatever has caught their eye, or their fancy.

Mahadi runs a very tight ship, enforces his rules, and despite having a stern hand still manages to present a jovial exterior...when he wants to. And today, as you stand in front of him inside his personal tent, that jovial exterior has been shed in favor of a more serious tone. The lord of wares needs your help, and he is dismissing all pretense as he addresses you.

WHAT MAHADI KNOWS:

As a man of business, with a reputation to uphold, the merchant Mahadi needs some...delicate enforcement regarding a client of his who has defaulted on a loan. This client, an archaeologist of some repute in the Nine Hells, borrowed a sum of money from the crafty merchant approximately a year earlier. They claimed they had uncovered a hidden treasure trove deep within the ice of Stygia, and required the capital to hire workers and excavate the site. Estimated time was six months, but the archaeologist never returned to update Mahadi on his progress.

Mahadi is aware of the archaeologist's location in Stygia, and rather sternly requests the character's aid in "following up on his investment." It takes no check to notice thinly veiled contempt and anger in his voice. Mahadi dislikes being taken advantage of, no matter what his calm exterior might suggest, and this clearly has him riled up.

Mahadi has no idea what the archaeologist found, but he himself is always on the lookout for interesting new artifacts, and this was right up his alley. That said, his contract did allow for some "light enforcement" should the expedition take too long. For the merchant, it crossed that line now, and he wants his money back. He does not care how the characters obtain it, he just wants it back.

If the characters have any other questions, Mahadi has no answers for them. In his mind, this is a straightforward mission, one that adventurers should have no trouble dealing with. If they pry too much, he dismisses them with a comment of "if

you aren't interested, any adventuring band would likely take me up on this, for getting on my good side is never a bad thing."

Mahadi has secured a transport to Stygia, at "great cost to himself." He will let the characters use these means to descend to the frozen layer, but will not guarantee anything beyond getting them there. He will also not answer how he obtained the transportation, just that it will work. Getting back is on them, but "since Stygia isn't a barren hell, it shouldn't be too hard."

The transportation has the appearance of a rough teleportation circle is about a quarter mile outside of the camp, guarded by two of Mahadi's henchmen. **(While it has all the appearance of a teleportation circle, however, it is actually an entry point into the Tradeways that traverse the Nine Hells. These tradeways are known to Mahadi via the Lord of the Ninth, and are referenced in Pipyaps's Guide to All of the Nine Hells.)** After all talking and pretense has been satisfied, he walks the characters to it, reaffirms his need for them to obtain his investment capital, and sends them on their way.

PART 2: FROZEN

SCENE: LOST IN STYGIA

The moment the "teleportation circle" activates, it is clear something has gone wrong. As the magic begins to transport the characters down to Stygia, they suddenly find themselves in a sensation of freefall, as cold wind whips by. Faint screams echo just out of earshot, sending a chill down the characters' spines. And then they find themselves face down in a bank of snow, with the biting cold of Stygia all around them. Any character that wishes to may attempt an **Intelligence (Arcana) check of DC15** to realize that the transportation has either malfunctioned, or the magic has been interrupted. They are in fact in Stygia, but nowhere near any of the inhabited parts of it.

Traveling in Stygia: the Fifth layer of the Nine Hells is a cold, barren wasteland, with the glacier itself extended off in every direction, without any clear clue of where the characters should go. Travel in the icy wastes can be taxing on the body, especially for those unprepared to the sudden change in temperature and environment. **For every hour spent wandering in Stygia, characters must succeed on a DC15 Constitution Saving Throw, or suffer a level of exhaustion. Characters with Cold Weather Gear or resistance to cold damage automatically succeed on this check.** Creative use of fire, possession of items with the temperate property, or useful magic spells may allow characters to make this check **at advantage**.

Finding the expedition camp, however, can be tricky. Use of spells like **Commune** or **Augury** fail and may potentially summon unwanted attention from any Devils in the immediate vicinity. Characters may attempt **DC16 Wisdom (Survival) or Intelligence (Nature) checks** to plot a rough course through the ice. Those characters with experience in icy terrain may make

this check at advantage. Failed checks should add an additional hour or two to the travel but should not be punitive- impart the urgency of being stranded on the ice to the players, and let them work creatively towards a solution.

At some point during the trek, the characters come across a pair of Bearded Devils, who block their path across the ice. These devils have set up a "toll booth" - in actuality they approach lost travelers and shake them down for money. Aside from their own numbers, they have pressed onto their service an **Abominable Yeti**, whom they use to intimidate the stragglers they find.

These devils, while willing to fight if attacked, are more creatures of opportunity than violence. A well-armed adventuring band willing to parlay with them could potentially defuse the situation before it comes to blows, especially on the harsh glacier of Stygia. Use of Charisma (Persuasion) checks coupled with creative roleplaying might break the tension and lead to negotiations with the devils. Use of Charisma (Intimidation) checks could drive them off, but a failed check would almost certainly lead to blows with the devils and their "enforcer."

If the characters are willing to throw down a few hundred gold (ultimately the DM is permitted to choose an appropriate amount based on party size and strength), or **succeed on a DC18 Charisma (Persuasion) check**, the devils are more than willing stand down, and can even provide directions to the expedition site. They have come across the archaeologist before, and know exactly where they are. If pressed further, the devils were approached by the archaeologist to work on the site, but chose to pass on the offer, as they found the scholar "disreputable." In actuality, the devils definitely did not trust the archaeologist or their pitch, and walked away rather than get dragged into something that felt very wrong to them. Whether or not they are willing to offer this extra information is up to the DM.

If the situation does devolve into combat, then at the conclusion the characters may find a rough map to the expedition site on the bodies of the dead devils, but no other information about the archaeologist or their expedition.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Replace the **Abominable Yeti** with a **Yeti**, remove one **Bearded Devil**
- **Weak:** Replace the **Abominable Yeti** with a **Yeti**
- **Strong:** Add a **Bearded Devil**
- **Very Strong:** Add **two Bearded Devils**

SCENE: EXPEDITION

The characters finally arrive at the expedition to find what appears to be the tip of a castle tower breaking through the glacier's surface, jutting twenty feet into the sky. Surrounding the tower sit a half dozen tents, with as many workers tending to fires, cataloguing various objects, cleaning weapons, and inventorying supplies. They pay the characters no mind as they

enter, nor communicate verbally with them. If asked about the archaeologist, they point to the tower, then go back to their work. As the characters are not workers, they are otherwise dismissive towards them.

The archaeologist's tent stands at the top of the tower, accessible via rope ladder. Though the archeologist's back is initially turned to the party as they climb the ladder, they turn with a look equal parts frustration and exhaustion on their face. On the table behind them are more artifacts, stacks of paper, charcoal, a journal, a holy symbol of the god Moradin, and a sealed scroll case.

The archaeologist knows why they are there- Mahadi's loan from a year earlier. They let out an exasperated sigh as they had been expecting a visit of this sort but impress upon the characters that they are extremely close to finding an artifact of some great value. Earlier in the week, while digging under the tower, they had uncovered a shaft leading into a large chamber deep under the glacier. They are not sure if this chamber is part of the castle itself, or something else, but it is entirely unexplored, and appears to be of exotic Dwarven make. The archaeologist was attempting to hire mercenaries to explore the depths, but the characters have arrived before they could secure any.

WHAT THE ARCHAEOLOGIST KNOWS:

- Nothing about the castle, which is why they borrowed money from Mahadi in the first place. Aside from some dwarven style stonework, how the castle got there or what could be inside it has been the main goal of the expedition.
- The workers at the camp have universally refused to explore the new chambers. No reason why, just they won't.
- The chamber was found via a cracked shaft unearthed inside, at the base of the tower, some sixty feet below the ice. The archaeologist has breached the main chamber, and found no signs of the glacial ice, meaning it might be part of the castle itself. But they are unsure.

The archaeologist understands why they have been sent there, and whom they work for, but implores them to help explore the chambers. They promise that, while the expedition has so far unearthed very little in the way of artifacts of value to either them or Mahadi, whatever they find inside the chamber will be split with the characters, and by extension their employer. They are sure that great riches await inside, but **it requires no check to infer that the archaeologist is more bluster than genuine.**

Upon securing the characters' word that they will explore in their stead, the archaeologist shows them the entrance into the tower, which descends over 80 feet into darkness. The air inside the tower is unnaturally cold, even for Stygia, and extremely dry. As they approach the bottom, a crack in the floor stonework of the tower indicates the unearthed shaft, and what lies beyond is darkness.

SCENE: DOWN THE SHAFT

The shaft consists of a narrow (5ft) staircase leading down about 30 feet into the ground. Mist swirls or hangs in the air,

THE SHAFT – READ ALOUD!

You can feel the mineshaft before you see it, owing to the knot slowly forming in the pit of your stomach as you descend the interior of the tower. The shaft looks like a break in the stonework, surrounded by moldy permafrost and dead, dry snow. Even the air smells off- mold and stale. Your instincts scream at you to not approach any further.

off the walls, and clings to frost growing everywhere the party looks.

The staircase opens into a large chamber (60ft x 60ft) dimly lit by softly glowing runes. Carved reliefs and statues, three doorways at the midpoints of each wall, and a 20ft diameter hole that looks to have broken through the floor are the only features.

A successful DC15 Wisdom (Survival) check notices that the hole is not the result of a collapse- it is perfectly circular and looks to have been carved or burrowed from beneath. The hole is pitch black and descends far further than any sight can penetrate. Linger over the hole results in the sounds of scraping and a primal growl coming from what might be the very bottom.

A successful DC15 Intelligence (History) check recognizes the reliefs and statues as dwarven in origin, but not depicting any historical events or known clans. **Succeeding this check with a 20 or higher roll reveals them to be Duergar in origin.**

The reliefs seem to tell a story of a group or clan of dwarves. One relief shows them digging into the earth to form a new kingdom. One relief shows them discovering the buried chamber of some great beast. One relief shows them bowing in unison to this new "god" they have found. The relief over the door they came in is badly faded/broken and **requires a successful DC18 Investigation check to interpret-** it shows the "god" devouring the clan, as survivors flee in panic. **Whoever "decodes" this image must immediately make and succeed on a DC15 Wisdom Saving Throw or suffer the Frightened condition** as they remain in the shaft, ghostly wails assaulting their ears and worming their way into their brains.

The doorway immediately opposite the shaft entrance is sealed with a solid adamantine door. This door has no keyholes, hinges, or handles, and cannot be opened by conventional means. The rooms to either side are open, but only characters with Truesight or Superior Darkvision can see beyond the doors, and even then they would see only moving shadows and patches of unnatural blackness. The side rooms can be explored in any order. **The hole in the middle of the chamber cannot be explored, however. Any attempt to descend it will either run out of rope, or the character begins to feel unnaturally terrified the further they descend. Every 10 feet, the character must make a Wisdom saving throw of increasing difficulty (5,10,15, 20 etc) to succeed, and on a failed save**

suffers 3d8 Psychic Damage and must immediately return to the surface.

ROOM 1

The doorway opens onto a massive chamber, lit with torches casting off blue light, giving the room an eerie glow. From the shadows, whispered voices emit a constant stream of babble in no single recognizable language. The floor crunches softly as adventurers move across it, until it abruptly stops in front of a chessboard floor levitating over a pit of darkness. Runes are inscribed on each tile of the board, which looks just wide enough to stand on. At the far end of the room, a statue stands, almost beckoning the party of adventurers to cross the chamber.

The chessboard tile floor sits 40x40, with a ten foot gap between the edge of chamber floor and the levitating board on both sides. The tiles are written in Dwarven, but are flourished just differently enough to look exotic.

The tiles list various gods and archdevils, in the following order (see Appendix A):

CH_UNTEA
ASMOD_US
KELEMVOR
LOVATOR
MIELIKKI
SILVAN_S
UMBERLEE
LEVISTUS

In order to cross the pit, characters must jump from tile to tile correctly, lest they plummet into the pit below. The missing tiles are the clue- any character that lands on a vowel will find the tile shatter under their feet, while landing on consonants will be stable. **Landing on the wrong tile requires a successful DC 14 Dexterity Saving Throw, or the character hits the spikes below the tile and suffer both 4d6 Piercing and 4d6 Bludgeoning damage. On a successful save, the player only suffers the Bludgeoning damage.** Any character that lands on the spikes **must immediately succeed on a DC13 Constitution Saving Throw or suffer the Poisoned condition for one hour.** Leaving the pit **requires a successful DC12 Athletic check**, and is not meant to be especially challenging.

Characters may attempt to teleport or fly across the platform. Characters using **Fly** or **Dimension Door** successfully cross the pit, but encounter a Reduced Threat Stone Golem as the statue animates and immediately attacks them. Attempts at **Misty Step** or **Fey Step** require the choice of tile to land on, but do not trigger the golem attack. **To prevent awakening the golem, characters must step onto the platform before reaching the other side.** Only one step per character crossing is required.

Hidden in the base of the statue is one of two switches needed to open the central door. Finding the switch requires a **successful DC16 Investigation or Perception check. Failing the check by 5 or more triggers the Stone Golem.** Once the switch has been pressed, the ground rumbles as the board locks and platforms scrape up from below to close the gaps into the pit. Any characters trapped inside the pit at this point cannot leave the pit by conventional means.

For those DMs wishing to tell a chilling tale, any characters that fall into the pit below the board can stumble across a dead body bearing the symbol of Moradin. He has been impaled on the spikes and bled out quickly. Clutched in his hand is a scrap of paper with the words “Duergar crafting” scribbled on it- a clue as to who may have carved the mine. Also on his person is a coin engraved with Mahadi’s name- this is in fact the actual archaeologist who borrowed the gold, but died while exploring the chamber. The one the characters have spoken with was an imposter assuming his form. Let the players figure that out on their own.

Upon leaving the room, a side panel near the adamantine door has now opened, revealing a handle. Pulling the handle, though, does nothing at this point.

ROOM 2

This room is wide, high, and very cold. Wisps of mist drift through the air, and you shiver as you cross into the threshold, your breath coming out in puffs. Three statues, one in the middle of each twenty-foot wall, are barely visible in the light cast from long lines of barely glowing runes that line the entire ceiling of the room. Long levers protrude from the center of each statue, wrapped in rotten cloth with decayed leather handles. The rest of the room is bare, and silent.

One of the three statues will open the center door. Characters who speak Dwarven immediately recognize the runes as their native tongue, though slightly different. **A successful DC12 history check** will reveal them to be of an ancient dialect, similar to the one spoke by the Duergar. **The DM must choose beforehand which statue is the correct one.** Choosing the correct statue is related to the runes, but they do not reveal which lever is correct, simply a hint to look for the statue of Dwarven make. Dwarven characters, those with the Historical Knowledge background feature, or those proficient with Smith’s or Mason’s tools can make a DC15 History check to identify the correct statue. Additionally, employment of a **Detect Magic** spell will indicate one statue as completely mundane, while the other two glow faintly with magic of the transmutation school. Use of **Divine Sense** will also indicate two of the statues are possessing faint fiendish qualities, but the correct statue will not. This puzzle is not meant to be overly difficult, and the randomness of choosing a lever without any obvious guidance is part of the atmosphere to the room.

If the players incorrectly choose, the moment they pull the wrong lever, the two incorrect statues animate into **Reduced Threat Stone Golems** and attack the characters. Upon

defeating the Golems, the characters can pull the final lever, opening the door and revealing the second side panel and the lever to open the adamantine door.

SCENE: THE WORSHIP HALL

The chamber briefly shakes as the characters approach the adamantine door, and raspy scratching sounds emanate from the pit in the center of the room. Once the characters pull the two levers, the door slides open with a loud scraping sound that echoes off the walls. More stale air wafts out from this new chamber- a 40x80 foot room with stained and cracked reliefs on the walls. The far end is dominated by a large altar holding a round gemstone that pulses with faint light. The nearer end holds a 20-foot pit where the floor of the chamber has collapsed. And shattering through the opposite wall is a massive hole some twenty feet in diameter that also disappears off into the dark.

The reliefs on the wall are largely lost to time, but a successful **DC18 Intelligence (Religion or Investigation)** check will show that this room was one a worship chamber for a cult of some kind. Images of celestials and fiends staring each other down, holy knights formed up for battle, and a great fiery worm stand out under scrutiny. The gem on the altar is the one object in the room not covered in dust or dirt, and the faint purple light pulses in a steady rhythm.

As the characters approach the pulsing gemstone, a low growl from the hole in the wall reveals large eyes, a maw of sharp teeth, and dozens of spindly legs as a **Remorhaz**, which had been drawn to the pulsing gem a long while ago, emerges and attacks the characters.

After defeating the remorhaz, the characters may recover the gem, and leave the underground chamber. The sounds of scraping and growling have now ceased, and the massive hole in the center of the entry chamber is eerily silent.

ADJUSTING THE ENCOUNTER

- **Weak/Very Weak:** Replace the Remorhaz with two Young Remorhaz
- **Strong/Very Strong:** Add a Young Remorhaz

PART 3: BROKEN IS THE PROMISE

Upon leaving the underground chambers, the characters return to the archaeologist with the gem, the sole artifact uncovered. The archaeologist is overjoyed they found something buried inside, and their eyes light up when they see the gem. With a moment of uncouth greediness, they demand the gem be handed over. Any character may attempt a DC16 Wisdom (Insight) check to see through the facade and realize the archaeologist is not actually the archaeologist, but an imposter assuming his form. If the characters still hand over the gem to him, he grins wickedly and dismisses them with the shake of his hand. If pressed further, he will mention that he killed the archaeologist, and used their resources to find the underground chamber, where they were specifically seeking

this gem, which they characterize as an object of great power and transformative magic. He will then offer the characters a **Pearl of Power** for their troubles, and “kindly” tell them to get out.

If the characters refuse to leave, or even hand over the gem in the first place, the archaeologist will drop his illusory appearance, revealing his form as a **Chain Devil**. He then brags to the characters that he had been searching for this gem to perform a ritual that would allow him to swell with newfound power, and ultimately challenge Levistus himself for control of Stygia. Or at least, that is what he believes, and is quite fanatical in this belief. He thanks the characters for assisting him, as his “site workers” reveal themselves to be three **Spined Devils** and two **Bearded Devils**, and all immediately attack the characters. After defeating the archaeologist and his workers, the characters may still claim the Pearl of Power, along with a **Potion of Greater Healing**.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove the **Bearded Devils**
- **Weak:** Remove one **Bearded Devil** and one **Spined Devil**
- **Strong:** Add one **Bearded Devil**
- **Very Strong:** Add two **Bearded Devils**

Regardless of how the final act breaks down, upon completion a massive booming voice shatters the quiet.

“Why is it that I always need to deal with usurpers and malcontents eager to steal what is mine by right? I grow tired of your constant meddling, and bid you farewell.”

The characters then find themselves being hurled through the planes until they land back outside Mahadi’s Emporium, covered in a layer of frost and dead moss. Mahadi recognizes this as a sign of Levistus’ displeasure, and informs the characters with a chuckle that they have been formally Banned from that layer of the Nine Hells. As for the archaeologist...well, Mahadi is used to losing investments on occasion, and the story of the adventure itself he deems as rewarding enough for him.

REWARDS

At the end of the session, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards.

Advancement: Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold: Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see it. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Magic Item(s): If found during the adventure, the characters can keep the following magic items; these items are further described in **Appendix B**.

- **Potion of Greater Healing**
- **Pearl of Power**

DUNGEON MASTER REWARDS

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the **Adventurers League DM Rewards document** for more info.

STORY AWARD:

Banned: Stygia: The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this layer of the Nine Hells to you. You cannot participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia.

DUNGEON MASTER REWARDS

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the **Adventurers League DM Rewards document** for more info.

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DRAMATIS PERSONAE

The following NPCs and locations feature prominently in this adventure.

The Archaeologist: A Devil assuming the form of a scholar it has killed and stolen the identity from. It is greedy and self-serving, and seeks solely to gather power and overthrow Levistus, the Lord of Stygia. Unfortunately, it overestimates its own power, and underestimates everyone else.

The archaeologist here is described vaguely for a reason as each DM can then freely fill in details to suit the terms of their own table. However, the following prompts can guide descriptions:

- **Personality:** Get everyone else to do the hard parts, claim the reward later.
- **Ideal:** Lie through my teeth, because everyone else deserves to work for me.
- **Bond:** Power. All the power.
- **Flaw:** I am arrogant to a fault, and always see everyone else as beneath me.

CREATURE STATISTICS

Enclosed are the statistics needed for the creatures that appear in this adventure.

ABOMINABLE YETI

ABOMINABLE YETI

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 137 (11d12 + 66)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Damage Immunities Cold

Senses darkvision 60 ft., passive Perception 15

Languages Yeti

Challenge 9 (5,000 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) ability checks made to hide in snowy terrain.

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and make two claw attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: (2d6 + 7) slashing damage plus (2d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis, but not abominable yetis, for 1 hour.

Cold Breath (Recharge 6). The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

YETI

YETI

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 +18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities Cold

Senses darkvision 60 ft., passive Perception 13

Languages Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) ability checks made to hide in snowy terrain.

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and make two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d6+4) slashing damage plus (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis, but not abominable yetis, for 1 hour.

REDUCED THREAT STONE GOLEM

REDUCED THREAT STONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 89 (17d10 + 85)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Poison; psychic; bludgeoning, piercing, and slashing from non-magical attacks (that are not adamantite)

Condition Immunities Charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Understands the language of its creator but cannot speak

Challenge 10 (2950 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 15 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BEARDED DEVIL

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws STR + 5, CON +4, WIS + 2

Skills enter here

Damage Resistances Cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities Fire, poison

Condition Immunities Poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP).

Devil's Sight. Magical darkness does not impede the devil's darkvision.

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

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

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: (1d8 + 2) piercing damage. The target must succeed on a DC 12 constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Variant: Summon Devil (1/Day). The devil chooses what to summon and attempts a magical summoning. A bearded devil has a 30 percent chance of summoning one bearded devil. A summoned devil appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other devils. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

CHAIN DEVIL

CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws CON +7, WIS +4, CHA +5

Damage Resistances Cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities Fire, poison

Condition Immunities Poisoned

Senses darkvision 120 ft., passive Perception 8

Languages Infernal, telepathy 120 ft.

Challenge 8 (3900 XP).

Devil's Sight. Magical darkness does not impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

SPINED DEVIL

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6+5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances Cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities Fire, poison

Condition Immunities Poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP).

Devil's Sight. Magical darkness does not impede the devil's darkvision.

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

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

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

ACTIONS

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

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: (2d4) slashing damage.

Fork. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: (1d6) piercing damage.

Tail Spine. Ranged Weapon Attack: +4 to hit, reach 20/80 ft., one target. Hit: (1d4 + 2) piercing damage plus (1d6) fire damage.

REMORHAZ

REMORHAZ

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12+85)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities Cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Challenge 11 (7200 XP).

Heated Body. A creature who touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: (6d10 + 7) piercing damage plus (3d6) fire damage. If the target is a creature, it is grappled, escape requires a DC 17 skill check. Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

YOUNG REMORHAZ

YOUNG REMORHAZ

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities Cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Challenge 5 (1800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (3d10+4) piercing damage plus (2d6) fire damage.

APPENDIX A: TILE PUZZLE

This is the tile puzzle for "Scene: Down the Shaft".



APPENDIX B: MAGIC ITEMS

PEARL OF POWER

Wondrous item, uncommon

Requires Attunement by a Spellcaster

While this pearl is on your person, you can use an action to speak its Command Word and regain one expended spell slot. If the expended slot is of 4th Level or higher, the new slot is 3rd Level. Once you have used the pearl, it can't be used again until the next dawn.

APPENDIX C: STORY AWARDS

During this adventure, the characters may earn the following story awards:

BANNED: STYGIA

The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this layer of the Nine Hells to you. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia.

APPENDIX D: DUNGEON MASTER TIPS

To DM an adventure, you must have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a hardcover adventure may continue to play but if they play a different hardcover adventure, they can’t return to the first if outside its level range.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE ANNUAL STORYLINE?

- <http://dnd.wizards.com/story/waterdeep>
- <http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in combat. Familiarize yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, laws, etc.) Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session—whether they completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select

their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the party strength for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

APPENDIX E: DWB D&D

WHAT IS DWB D&D?

We are an online community based around a mutual love of D&D and one of the largest online groups for Adventurers League play.

We like to provide access and opportunity for anyone interested in participating in this wonderful hobby of ours so they can connect with others and play regardless of barriers. We are an inclusive and accommodating group and we specialize in helping people learn to play and use the tools available for online play.

HOW TO GET INVOLVED?

The best way to get involved is to join us on Discord! We have games every day, a team of mentors ready to answer your questions and assist you, and a library of prepared games to save you time preparing them yourself.

Join the discord at: <https://discord.gg/yJdzGmR>

Or you can contact me directly!

- Twitter: twitter.com/Daddywarrbuxx
- Facebook: facebook.com/Daddywarrbuxx
- Email: daddywarrbuxx@gmail.com

Please reach out to me!

One of the things we are hoping to do is enable more writers an opportunity to share their work. We (try) to host an epic every three months, so if you are looking for an event to submit a CCC on or would like to create an adventure using the premade bundles let me know!