



FIRE, ASH, AND RUIN

Within the jungles of Chult is a vast expanse of ash. While a red dragon is known to reside deep within the Land of Ash and Smoke, it is far from the deadliest of its denizens. Deeper still is a pit filled to the brim with pure evil. None who have sought out its secrets have survived to tell its tale. Will you be more successful than they?

A 4-Hour Adventure for 11th-16th Level Characters



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INTRODUCTION

Welcome to *Fire, Ash, and Ruin*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place within the Land of Ash and Smoke, a treacherous volcanic region blanketed in snow-white ash. Within the Land of Ash and Smoke is the Pit of Krahharu, the eternally burning lair of a bound balor. Formerly the fortress of a cabal of fire giant wizards, the Pit of Krahharu is filled with treasure and ancient secrets.

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party	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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar 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, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

“Gandalf stood in the middle of the span...His enemy halted again, facing him, and the shadow about it reached out like two vast wings...Fire came from its nostrils. But Gandalf stood firm.

‘You cannot pass,’ he said.”

—J.R.R. Tolkien, *The Fellowship of the Ring*

ADVENTURE BACKGROUND

A balor is bound to the Pit of Krahharu, deep in the Land of Ash and Smoke, and the ambitious yuan-ti wish to ally themselves with this demon in order to summon their master, Dendar the Night Serpent.

Long ago, a cabal of fire giant wizards known as the Krahharu made contact with a balor named Immilor and commanded it to guard their fortress. Their incantations successfully bound the demon, and for a time, it served dutifully. But as time passed, Immilor tricked the Krahharu into granting him greater and greater leniency in his contract. Though still physically bound to the land, Immilor the Krahharu wizards and rained fire and ruin upon their fortress, turning it into a smoldering pit filled with demons and darkness.

The ruined fortress’s most recent resident was a red dragon named Cyndreth, who raised a clutch of eggs in its blistering heat. However, she was forced to flee when the demons below became aware of her presence, and attacked her nest, wounding her and kidnapping one of her wyrmlings in the process.

Now, the characters arrive at the pit in pursuit of the yuan-ti, but little do they know that Immilor has already rebuked the supplicating yuan-ti, and the characters are walking into a deadly trap. As the characters approach the pit, Cyndreth flies over overhead—bringing the heroes, the demons, and the dragon into a mortal conflict.

ADVENTURE OVERVIEW

Fire, Ash, and Ruin is divided into three parts.

Part 1. Fields of Ash. The characters travel across the Land of Ash and Smoke towards the Pit of Krahharu. While there, they encounter the red dragon Cyndreth as she flies toward the pit, and may either make her their enemy or their uneasy ally.

Part 2. Hunting Demons. The characters enter the Pit of Krahharu. By searching the pit and defeating three demonic lieutenants, they can save the tortured souls of fire giant wizards that can help them in the battle against the balor Immilor.

Part 3. Immilor, Lord of Flames. The characters descend into the deepest part of the Pit of Krahharu to confront its shackled master, Immilor. If they allied with Cyndreth, she comes to their aid.

ADVENTURE HOOKS

The characters can become involved in the story in several ways, some of which involve their character factions.

Secret of the Yuan-ti. A group of Chultan and Harper scouts encountered a group yuan-ti entering the Land of Ash and Smoke. The Harpers suspect that they are headed for the Pit of Krahharu, a place of incredible magical power.

Eradicate the Demons! The Order of the Gauntlet has heard an ancient legend: in the Land of Ash and Fire is a place where the Abyss is made real upon the Material Plane. Journey to the Pit of Krahharu and eradicate its foul master, Immilor.

Faction assignment (Order of the Gauntlet). The Order of the Gauntlet entrusts the characters with the reconsecration the Pit of Krahharu’s inner sanctum. They suggest that the characters prepare the *hallow* spell before venturing into the pit, and present them with a *hallowed talisman* if they have no one in the party who can cast the spell.

Success condition: Once Immilor is killed, cast *hallow* on area B10 of the pit, either using the *hallowed talisman* or by simply casting the spell (remember its 24 hour casting time).

HALLOWED TALISMAN

Wondrous item, rare

A perfect sphere of black obsidian is tied to a necklace of prayer beads, and seems to glow with a very faint internal light. If you spend a short rest praying over this talisman and taking no other actions, you can break it on the ground at the end of the rest, destroying the talisman, to infuse the ground around you with holy or unholy energy.

By breaking the talisman in this way, you cast *hallow* as an action, requiring no material components.

Secret mission (Lords’ Alliance). The Lords’ Alliance wishes to learn the true name of the demon commanding the pit, and presents the characters a magical seal. Members of the Lords’ Alliance (rank 2 or higher) are instructed to use the magical seal to learn the true name of Immilor, the balor that rules the Pit of Krahharu.

THE MAGIC SEAL

The Lords’ Alliance presents the characters with a thin parchment seal: six inches wide and twelve inches long, and inscribed with runes of binding. When placed against a

fiend's flesh, the paper burns away and imprints the runes on its target.

A character holding this seal can make an unarmed attack against a fiend to strike it with the seal. On a hit, the seal burns to cinders and the fiend must make a DC 15 Charisma saving throw. On a failure, it must truthfully answer the next question posed to it. If the fiend has 50 or fewer hit points, it automatically fails this saving throw.

The seal can force a demon to reveal its true name. If the characters use the seal to reveal Immilor's true name (as the Lords' Alliance intends), they gain some measure of control over the demon and can command it as an action, as the spell *command*, so long as the command begins with speaking its true name. However, they can't command it to take an action that would lead to harm, such as commanding it to stop attacking them.

PART 1: FIELDS OF ASH

The adventure begins as the characters trek across the vast ash wastes of the Land of Ash and Smoke.

CYNDRETH IN FLIGHT

Ash floats through the air like snow flurries, coating the ground in soot that clings to your feet with every step. You've been traveling across the ash fields for hours, moving constantly towards the thick pillar of black smoke on the horizon—a line that points straight to your destination, the Pit of Krahharu.

Then, the wind changes direction. The ash begins to fly upward, and the wind starts to howl. A red dragon flies overhead, traveling towards the column of smoke on the horizon. It takes no notice of you, but is close enough for you to shout at it or shoot it with arrows, if you desire.

DRAGON BATTLE

If the characters attack the **adult red dragon** Cyndreth or try to attract her attention as she flies overhead, she loops around in the air and dive bombs the party, using her fire breath while airborne to attack from afar and using hit and run tactics to escape quickly. After Cyndreth has taken 100 points of damage, she roars "Stop!" and tries to arrange a truce.

Cyndreth wishes to save her youngest wyrmling, Vastonash, from the demons in the Pit of Krahharu. She is willing to fight alongside the characters if they allow her wyrmling to go free with her and grant her a share of the spoils. She suggests that they take her offer, for while a balor demon like Immilor is too great a foe for either of them alone, they might be able to best him together.

She agrees to any reasonable deal under two conditions: she and her wyrmling leave safely together, and she gets an equal share of the treasure. She will even grudgingly agree to fly the characters to the Pit of Krahharu if they never mention this indignity to anyone.

ROLEPLAYING CYNDRETH

Cyndreth's voice is smooth and brimming with power. She may be a chaotic evil dragon, but she still cares for her wyrmling, and she will stop at nothing to rescue Vastonash from Immilor's clutches. She also knows when a group of treasure-hungry adventurers might be a useful weapon against her enemies. She is cunning and diplomatic, but has a short temper and a terrible ire.

JOURNEY TO THE PIT

Traveling through the Land of Ash and Smoke is an exhausting ordeal. Reaching the Pit of Krahharu from the edge of the ash fields takes 8 hours of continuous travel (or just 4 hours as the bird flies).

The characters must make a Constitution saving throw when they reach the Pit of Krahharu, gaining 1 level of exhaustion on a failure. If the characters walked through the ash fields (8 hours of travel), the DC of the saving throw is 21. If the characters flew over the ash fields (only 4 hours in travel) the DC of the saving throw is 16 instead.

Characters with resistance to fire damage have advantage on this saving throw, and characters with immunity do not have to make this save.

PART 2: HUNTING DEMONS

This part begins after the characters cross the deadly ash fields and climb up the ridge overlooking the Pit of Krahharu. In this part, they will search the ruins of Krahharu for a way into the pit itself, then destroy its demonic jailors in order to weaken Immilor, the master of the pit.

KRAH HARU RUINS

The ruined fortress was once home to the cabal of fire giant wizards known as the Krahharu. These conjurers sought to use the power of the Abyss to defeat their ancient enemies, the yuan-ti. The balor Immilor was bound to the sanctum beneath the fortress, but was still able to deceive and slaughter all the wizards in the fortress above and summon his demonic legions into the pit below. There he waits, trying to devise a way to free himself from his bonds.

GENERAL FEATURES

The ruined fortress of Krahharu has the following general features:

Arcane Glyphs. Concealed on the floor beneath a fine layer of white ash are arcane glyphs. They are marked with a dotted circle on the map of this area. Each of these glyphs has a unique effect, described in the area in which it appears

Ceilings. The ceilings in this ruin were built for giants, and are 20 feet tall.

Fire. Whenever a creature walks through 5 feet of fire or starts its turn in fire, it takes 1d6 fire damage.

Heat. This region is incredibly hot. At the end of each hour, any creature in the area must succeed on a DC 18 Constitution saving throw or gain a level of exhaustion. Creatures that are vulnerable to fire have disadvantage on this saving throw, while creatures that are resistant make the save with advantage, and creatures that are immune automatically succeed.

Light. The fortress is bathed in dim light from the burning soil that surrounds it.

A. AREAS OF KRAH HARUAN RUINS

A1. CRATER RIDGE

Having traversed the Land of Ash and Smoke, you climb a rocky ridge and gaze upon a smoldering crater. The land beneath burns eternally, its flames lapping against charred and blackened stone walls that somehow still stand in the inferno. Just north the complex stands a stone dome, completely covered in flame, yet somehow perfectly intact.

The **adult red dragon** Cyndreth perches on a ledge just beneath the lip of the crater, and raises her serpentine neck to greet the characters face-to-face. If the characters previously made a truce with her, she outlines her plan. Otherwise, she attacks, as described in “Dragon Battle” in part 1 of this adventure. She surrenders after taking 50 points of damage and offers to parley, describing her plan.

Cyndreth’s Plan. Cyndreth informs the characters that Immilor is in the inner sanctum of the pit, within the burning dome at the center of the complex. Cyndreth refuses to enter enclosed spaces, but if the characters invade the pit and destroy Immilor’s three lieutenants, they can weaken the balor before confronting it head on. She learned that the demon lieutenants guard some sort of power that could help them defeat Immilor.

Cyndreth also offers the characters a reward if they can find her captured wyrmling in depths of the pit. Little does she know that he has already been killed and skinned by a demon called Goryx the Glutton (area B6).

Fire. A sea of flame surrounds the ruins of Krahharu. Creatures that pass through it on foot risk gaining levels of exhaustion (see General Features).

Secret Tunnel. Characters that succeed on a DC 20 Wisdom (Perception) check made from this ridge, spot area A2—a hole in the ground on the west side of the crater that descends into darkness.

A2. UNBURNT TUNNEL

A five-foot diameter hole in the burning ground descends into total darkness, untouched by flame. It slopes gently downward.

This tunnel is cool to the touch, and descends 120 feet into the tunnel north of area B3. After 30 feet, the tunnel is engulfed in magical darkness. This magical darkness permeates the lower level, as described in the Pit of Krahharu’s General Features sidebar, below.

A3. GRAND ARCH

A grand arch marks the threshold of the ruins. Two statues of fire giants with their eyes closed and their hands raised above their heads appear to support the arch, which is engraved with images of intertwining, flaming serpents.

One round after a creature that isn’t a giant or a beast passes beneath the arch, the statues—

revealing themselves to be two **stone golems**—animate and attack. When animated, their eyes open, revealing two rubies.

Arcane Glyph. In the room beyond the arch is a glyph hidden beneath a thick patch of white ash. If a creature steps on this glyph, it must make a DC 15 Wisdom saving throw. On a failure, it is paralyzed for 1 minute as shackles of magical blue flame encircle its body. A creature paralyzed in this way takes 14 (4d6) fire damage at the end of each of its turns, and can make another saving throw, ending the effect on itself on a success.

Treasure. Each statue has a pair of ruby eyes, worth 50 gp each (200 gp total).

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this encounter. These changes are not cumulative.

- **Very Weak:** These constructs are ancient, and their magic is fading. Their hit points are reduced to 102 hit points and they don't possess the Multiattack action. Their CR is reduced to 4 (1,800 XP).
- **Very Strong:** Both golems bear arcane sigils on their palms. They gain the following action:

Burning Hands (Recharge 5–6). Each creature in a 15-foot cone must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one.

A4. ARCANE ATRIUM

There is a skylight in the middle of this 40-foot-tall chamber, and the floor directly beneath it is covered in a thick layer of ash. The walls are lined with engravings of robed giants conjuring flames from thin air and hurling that fire at legions of serpent-people. In some engravings, the giants have hulking, ape-like creatures fighting at their sides.

One large mural takes up the north wall of the chamber: a massive beast with a horned head and bat-like wings wields a sword and a whip. Beneath it are three other creatures: a hulking, porcine beast, a winged shadow, and a massive, mosquito-like insect.

Creatures examining the murals that make a successful DC 15 Intelligence (History or Religion) check know about the depicted events, as follows:

- **Intelligence (Religion).** The character knows that the creatures depicted in the murals are demons, and that the horned, winged demon is one of the mightiest abyssal creatures of all: a balor. The creatures below it are likely its lieutenants.

- **Intelligence (History).** The character knows that the fire giant wizards that lived here fought constantly against the yuan-ti, and the two factions vied for control of the demonic power that burned within this land.

Arcane Glyph. There is a thick patch of ash beneath the skylight. Beneath the ash is a glyph. A character with a passive Wisdom (Perception) of 21 or higher or that succeeds on a DC 21 Wisdom (Perception) check spots the glyph.

Any humanoid that enters the glyph's space must make a DC 15 Charisma saving throw. On a failure, the light of the skylight seems to grow blindingly bright, and their shadow grows long and sprouts wings—becoming a **shadow demon**. The demon tries to grapple other creatures and move them into the light to create more shadow demons.

The character that triggers the glyph casts no shadow. While missing its shadow, the character is vulnerable to necrotic damage. The character's shadow is missing until the conjured shadow demon is slain, at which point the character regains its shadow.

A5. FIRENEWT FOUNTAIN

The roof of this chamber is caved in, and a thick layer of ash coats the floor. A fountain in the shape of a grinning, horned demon stands at the far end of this room. Blue flame flows from its eyes and mouth instead of water, and the fountain is surrounded by a group of dancing creatures with long necks and tall bodies, glowing red skin, and lizard-like faces.

The Pit of Krahharu is currently home to a nomadic clan of firenewts that now worship Immilor as a god. The demons allow them to live in the ruined fortress as long as they sacrifice a living creature every day. A group of five **firenewt warriors** and three **barlaura** demons are sacrificing a recently slain yuan-ti scout before the fountain.

Arcane Glyph. There is a concealed glyph in front of the fountain, beneath the yuan-ti. A character with a passive Wisdom (Perception) of 21 or higher or that succeeds on a DC 21 Wisdom (Perception) check spots the glyph.

Any living creature that enters the glyph's space must make a DC 15 Constitution saving throw or be paralyzed for 1 minute. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Magical Fire. The blue flame pouring from the fountain is magical fire. If transferred to a lamp or torch, the light source can pierce magical darkness.

Treasure. The barlgura wear gold bangles worth 10 gp each.

A6. DARK DESCENT

A staircase spirals down into pitch darkness. Even though incredible heat emanates from the abyss, no light shines out of it. Firenewts stand guard around the edge of the abyss.

Four **firenewt warlocks of Imix** stand around the edge of the pit, along with four **firenewt warriors**, one between each warlock. They raise their weapons in warning when they see the characters; the warriors ready an action to Spit Fire and the warlocks ready an action to cast *scorching ray* at characters that approach the stairs. They do not attack otherwise.

In combat, the firenewt warriors attempt to push creatures onto the Arcane Glyph on the top step of the stairs.

When a firenewt warlock is killed, its body is engulfed by azure flame, becoming a shrieking, tormented **fire elemental**. At the end of an elemental's turn, roll 1d6. On a roll of 1d6, the elemental explodes. The elemental dies instantly, and all creatures within 10 feet of it must make a DC 18 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one.

Arcane Glyph. There is a glyph inscribed on the top step of the staircase, obvious to anyone within 10 feet. A character with a passive Wisdom (Perception) of 21 or higher or that succeeds on a DC 21 Wisdom (Perception) check spots the glyph.

Any living creature that enters the glyph's space must make a DC 15 Constitution saving throw. On a failure, all warmth drain from its body and gains vulnerability to fire damage for the next 1d4 hours.

Darkness. After descending 30 feet, the staircase is engulfed in magical darkness.

Stairs. The staircase descends into area B1.

Treasure. The firenewt warlocks wear gold bangles worth 10 gp each.

B. KRAHCHARUAN DEPTHS

The chaotic magic of the Abyss fills the depths of the Pit of Krahharu, as does a darkness that can only be pierced by magical light.

GENERAL FEATURES

The Krahharuan Depths have the following general features:

Abyssal Emulation. The Pit of Krahharu is so infused with abyssal energy that it is almost part of the Abyss itself. While within the Krahharuan Depths, demons are considered on their home plane for the purpose of *banishment* and similar spells.

Ceilings. The ceilings in this dungeon were built for giants, and are 40 feet tall.

Celestial Forbiddance. The power of the Abyss wards the Pit of Krahharu against celestials. A celestials takes 28 (5d10) necrotic damage when it first enters the Krahharuan Depths or starts its turn within it. Additionally, further castings of the *forbiddance* spell cannot affect the Krahharuan Depths.

Darkness. The entire dungeon is enveloped in magical darkness that can only be penetrated by light created by a spell of 3rd level or higher, or by the blue flame that burns within the Pit of Krahharu. Demons with darkvision can through this magical darkness.

Dreams of Doom. Terrible screams and images of destruction fill the minds of creatures that sleep here. When a creature that sleeps completes a long rest here, it must make a DC 18 Wisdom saving throw, taking 56 (16d6) psychic damage on a failed save or half as much damage on a successful one. A character that fails this save also fails to recover from exhaustion after completing the long rest.

Fire. The flames within the pit are bright blue and their light can pierce the magical darkness within the pit, shedding bright light in a 15-foot radius and dim light for an additional 15 feet. Whenever a creature walks through 5 feet of fire or starts its turn in fire, it takes 1d6 fire damage.

Heat. This region is incredibly hot. After completing a short rest, creatures that are not immune to fire damage must make a DC 18 Constitution saving throw, gaining a level of exhaustion on a failed save. Creatures that are vulnerable to fire damage have disadvantage on this saving throw, and creatures that are resistant to fire damage have advantage on it.

Wild Magic. The chaotic magic of the Abyss permeates the Pit of Krahharu. Immediately after a character casts a spell of 1st level or higher, the DM can have that character roll a d20. On a roll of 1, roll on the Abyssal Wild Magic Surge Table, above, to create a random magical effect.

ABYSSAL WILD MAGIC SURGE

1d20	Effect
1–2	For the next minute, your body is wreathed in magical blue flames. You shed dim light in a 10-foot radius that penetrates magical darkness. Any attack roll against you has advantage if the attacker can see you, and you can't benefit from being invisible.
3–4	You cast <i>fireball</i> as a 3rd-level spell centered on yourself.

- 5–6 You must immediately cast another spell of your choice using your highest-level spell slot. Casting this spell requires no action.
- 7–8 The spell redirects itself. The DM chooses a new target for the spell, but cannot choose you. If the spell targets a point instead of a creature, the DM chooses a new point.
- 9–10 You transform into a **barlgura** for a number of rounds equal to the level of the spell that activated this surge. While in this form, you must attack at least one non-demon creature during your turn. If you cannot attack a non-demon creature, or are reduced to 0 hit points, you return to your normal form.
- 11–12 You can speak, read, and write Abyssal for the next 2d12 hours.
- 13–14 You gain a form of Short-Term Madness (see “Madness” in chapter 8 of the *Dungeon Master’s Guide*).
- 15–16 You lose the ability to speak, read, and write all languages for the next hour. You can still say verbal components for your spells.
- 17–18 The next spell you cast with a casting time of 1 action can be cast as a bonus action instead. If it requires an attack roll, it’s made with disadvantage. If it requires a creature to make a saving throw, it’s made with advantage.
- 19–20 A portal to the Abyss opens beneath you, and then closes. You are whisked through the endless layers the Abyss at lightning speed. At the end of your next turn, you return to the space you previously occupied, or the nearest unoccupied space, and take 27 (5d10) psychic damage.

B1. MOUTH OF THE VOID

If the characters have no way to see through magical darkness, read or paraphrase the following.

Thick, suffocating darkness consumes the chamber before you. It is impossible to see through the gloom.

If the characters can see through magical darkness, such as with the magical blue flame from area A5 or with a warlock’s Devil’s Sight invocation, read or paraphrase the following:

The floor of this perfectly circular chamber is teeming with a writhing mass of hideous bodies. Rotted and pathetic, these withered demons shuffle piteously across the dirt.

Once all the characters step off of the staircase, a shimmering *wall of force* covers the entrance at the

top of the stairwell, preventing characters from exiting the depths. A voice echoes through the chamber:

“I sense your presence, interlopers. Join me in my sanctum, and I will show you exactly what I, Immilor, Lord of Blue Flame, did to the last group who dared stand before me.”
The voice fades away into low, rumbling laughter.

Countless **manes** shuffles blindly about the room, swiping ineffectually at intruders. Don’t roll initiative or roll for these manes’ attacks; simply assume that every attack misses or strikes harmlessly—they pose no threat to the characters and award no XP. Manes appear from the shuffling mass to replace those that are destroyed because of its proximity to the Abyss.

Several pathways branch out from this room on the ground level, beneath the staircase that wraps around the room and leads to area A6.

Dragon’s Blood. A thick trail of dried blood leads from this area into area B5. A successful DC 13 Intelligence (Arcana) or Wisdom (Medicine) check reveals that it is dragon’s blood.

B2. LAKE OF FLAME

A lake of blue fire burns brightly, casting this chamber in eerie light. A stone bridge spans the center of this chamber, and six furtive demons with pig-like faces yowl annoyingly at the lake in the Abyssal tongue.

A group of six **dretches** stand on the stone bridge spanning the lake of flames. They shout hoarse pleas to Immilor in Abyssal, begging the balor to grant them greater power in exchange for their eternal servitude.

They see the characters’ arrival as an opportunity to prove their worth, and fight among themselves for a chance to kill the characters, even pushing their allies into the fire to slow them down. This fight is a trivial exchange, and should be resolved quickly.

Wizard Spirits. A Krahharuan wizard in fire elemental form lurks within the lake of flame, hiding from the demons of the pit. If the dretches here are killed, the spirit surfaces and greets the characters, introducing herself as Alkana. She has been living as an ageless fire elemental for centuries, waiting for someone to destroy the demons of the pit. Several of her fellow wizards are being tortured by the demon lieutenants of Immilor. She explains that if the

characters can free their souls from torture, they can help seal Immilor's power for a short time.

- **Alkana's Aid.** The characters are immune to damage from the balor's Death Throes trait.

ROLEPLAYING ALKANA

Every word Alkana utters crackles with hatred for Immilor, and she lavishes praise upon any creature she can goad into destroying the demon. Nothing remains of her personality but her burning hunger for revenge.

B3. WELLSPRING OF LETHARGY

A thick fog fills the chamber before you. It tickles your nostrils as the faintest wisps of vapor stretch into the corridor, carrying with them a comforting warmth. All you can see within is a mist-blanketed pool of dark water.

A large boulder rests quietly in the middle of the pool.

The pool of boiling water in the center of this chamber emits a strange vapor. Any creature inhaling the gas must make a DC 15 Constitution saving throw, making this save with disadvantage if it has fewer than 40 hit points remaining. On a failed save, the creature falls unconscious for one hour. The creature rouses if it takes damage, or if another creature uses its action to rouse an unconscious creature.

Any creature that immerses at least half of its body in the water automatically fail this save and instantly falls unconscious.

Total Party Knockout. If the entire party falls unconscious within this area, they awaken an hour later in area B4, atop a pillar and restrained by silken rope (escape DC 15) and watched by five **quasits** in bat form. They call for their master, Yulethe, once all the characters are conscious. Dealing 10 points of damage to the rope (AC 9, immune to poison and psychic damage) destroys it.

B4. YULETHE'S LAIR

A low droning buzz fills the air. It's almost soothing, like a single-note lullaby. Patches of blue flame flicker on the ground deep within this cavern, and several bats flutter through the air, casting massive shadows against the walls.

A thin, nasal voice pierces the drone. "Visitors...it has been so long since I have had visitors. I am Yulethe the Dream-Weaver, and you shall be my guests for a very...long...time.

This is the lair of Yulethe the Dream-Weaver, is a mighty demon and one of Immilor's three lieutenants. It has split its consciousness among five **chasmers**, creating a sort of hive-mind. The droning noise that fills the room when the characters enter is the buzzing of Yulethe's many wings.

Light. Patches of blue flame illuminate the entire floor of this room, to a height of 15 feet. However, the top of the hexagonal stone pillars and the ceiling are in total darkness, allowing Yulethe and its minions to easily fly out of sight after attacking.

Wizard Spirits. The soul of a Krahharuan wizard is chained to the top of one of the pillars, and is eternally tormented by Yulethe's mind-merged demons. When the characters kill Yulethe, the spirit introduces herself as Djzark, and pledges to help seal away Immilor's power when the characters attack him.

- **Djzark's Aid.** The balor's bonus to hit with melee attacks is reduced from +14 to +12.

Treasure. Atop one pillar is a small hoard of loot totaling 150 gp and a *potion of fire resistance*.

B5. HALLS OF ENDLESS HUNGER

The walls are coated with meat. Hanging from hooks and reeking of death, the carcasses of dozens of creatures line the walls of this room, from birds to beasts to serpentine yuan-ti. Eight squat demons with four arms and mouths the size of their bulbous bodies tear at the flesh on the walls, carrying huge handfuls of the carcasses down a passage and into another chamber.

A thick trail of blood leads through this room, from one entrance to another.

The eight squat demons are **maw demons**. Whenever the firenewts in the ruins above make a sacrifice, it appears before them. They deliver the sacrifice to Goryx in his lair, tearing tiny scraps of it off along the way. These demons are starving, and attack any living intruders ravenously.

Dragon's Blood. A thick trail of dried blood leads from area B1 to the entrance of Goryx's lair (area B6). A successful DC 16 Intelligence (Arcana) or Wisdom (Medicine) check reveals that it is dragon's blood.

Hanging Sacrifices. Heaps of animal and humanoid carcasses are piled in area illuminated by flame in the center of this chamber. As an action, a demon may devour one of these carcasses in order to regain 7 (2d4 + 2) hit points.

B6. GORYX'S LAIR

A cacophony of slobbering gluttony echoes throughout this room. Bones snap and flesh tears each second as a massive, bloated, pig-like demon devours the bodies of humanoids and animals alike from atop a spiked throne. Four squat demons with bodies split in half by giant mouths tear chunks of flesh and bone off of a dragon's corpse in front of the throne and hand the pieces to their master.

One of these demons wields a two-tined pike; its haft is wrapped in the still-bloody hide of a red dragon.

This is the lair of Goryx the Glutton, a massive, corpulent **nalfeshnee** and one of Immilor's three lieutenants. Its hit points are increased to 190, and is accompanied by four **maw demons**, which offer pieces of meat to their gluttonous master. The nalfeshnee wields the *Krahharuan fork*, a **+3 pike** wrapped in red dragon hide. This demon has the following additional action, which it can use in place of a single claw attack when it takes the Multiattack action:

+3 Pike. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 13 (1d10 + 8) piercing damage.

Dragon Corpse. The trail of dragon's blood leads to the foot of Goryx's throne. There rests the skinned carcass of the red dragon wyrmling Vastonash. The corpse is rotting and cumbersome, and moving it causes it to fall apart.

Hanging Sacrifices. Heaps of animal and humanoid carcasses are piled in area illuminated by flame in the center of this chamber. As an action, a maw demon devours one of the carcasses and regains 7 (2d4 + 2) hit points.

Secret Door. The secret door in the north of this room becomes obvious from either side if fresh meat is brought within 10 feet of it. Spotting this door otherwise requires a character to make a successful DC 20 Wisdom (Perception) check.

Wizard Spirits. The soul of a Krahharuan wizard is shackled to the base Goryx's throne and is eternally gnawed upon by maw demons. When the characters kill Goryx, the spirit introduces himself as Raxakon, and pledges to help seal away Immilor's power when the characters attack him.

- **Raxakon's Aid.** The balor's AC is reduced to 17.

Treasure. A small pile of 300 gp looted from sacrifices sits at the base of Goryx's throne.

B7. HALL OF STATUES AND SHADOWS

Four statues of fire giants stand in this long hall, each holding a bowl filled with brilliant blue flame. The flames cast eerie shadows across their faces, and other shadows dance across the walls in the corner of your vision, disappearing as soon as you look directly at them. A grave chill fills the room.

When a creature ends its turn within this room, it must make a DC 18 Wisdom saving throw. On a failure, one of the following effects occur:

- **Statue Shadow.** The shadowed faces of the statues twists into a grotesque howl. The creature takes 9 (2d8) necrotic damage and its maximum hit points are reduced by the same amount until it completes a long rest.
- **Wall Shadow.** A tiny, dancing shadow leaps from the wall and into the target's chest. The target's blood runs cold, and it takes 14 (4d6) cold damage.

B8. XALUMBROS'S LAIR

Four grim statues stand in the center of this chamber, surrounding a bronze bowl holding a blue flame. Each statue casts a long, sinister shadow across the floor. A cold cackle emanates from the motionless statues. "I am Xalumbros the Unseen. The light shall not avail you here."

The flame goes out, plunging the center of the chamber into darkness.

This is the lair of Xalumbros the Unseen, a **shadow demon** and one of Immilor's three lieutenants. Xalumbros is immune to all damage and gains a +10 bonus to hit while in darkness; while in dim light, it instead is resistant to all damage and gains a +5 bonus to hit.

Fighting Xalumbros. While the shadow demon is physically the weakest of Immilor's lieutenants, it is also the cleverest. After dousing the light, Xalumbros pretends to be the shadow of one of the four statues in this room. While in darkness, Xalumbros is effectively invisible, free to attack while unseen, and then retreat back to its hiding spot.

If the statue is bathed in light, a character can make a DC 15 Wisdom (Insight or Perception) check to determine if the shadow the statue is casting is natural, or if it is the hidden shadow demon.

Restoring Light. Only magical fire can reignite the brazier. It sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Shadow Corrosion. Characters not in an area of bright light while in this room takes 3 (1d6) necrotic damage at the start of each of their turns.

Secret Door. The secret door in the east of this room becomes obvious from this side if a bright light is shone upon the wall. Spotting this door from the other side requires a character to make a successful DC 20 Wisdom (Perception) check.

Wizard Spirits. The soul of a Krahharuan wizard is bound to the brazier of blue flame, and fuels its magic. When the characters kill Xalumbros, the spirit introduces herself as Umaja, and pledges to help seal away Immilor's power when the characters attack him.

- **Umaja's Aid.** The balor's hit points are reduced to 240.

Treasure. The four statues each have two sapphire eyes worth 20 gp each (160 gp total).

B9. SANCTUM ACCESS

At the base of the stone dome at the heart of the ruins of Krahharu is a 30-foot-tall stone door engraved with images of leering demons and proud giants. In the center of the door is the image of a winged balor surrounded by three lesser demons: a bloated, pig-like nalfeshnee, an insectoid chasme, and a winged shadow demon.

Written below the images is a phrase in Giant.

This door is sealed by an *arcane lock*, and can only be forced open by making a successful a DC 30 Strength (Athletics) check. The DC decreases by 10 whenever one of the demon lieutenants is killed, and the *arcane lock* is dispelled when all three are dead.

The phrase in Giant reads: "Call his name and he shall arise."

B10. IMMILOR'S SANCTUM

A stone bridge spans a massive circular chasm. A faint blue light burns in the depths of the pit, but it is so distant it appears only as a pinprick of light in the darkness. The bridge is covered with the charred corpses of yuan-ti. At the opposite end of the bridge is a door of black iron wreathed with azure flame.

The walls of this room are engraved with grotesque images of demons rising from the pit and devouring their summoners. A narrow ledge protrudes from the base of the wall, creating a ring around the pit.

Though Immilor wields incredible power, it is bound to this chamber by the spells of the Krahharu wizards. The balor lurks in the unfathomable depths of the pit, and only emerges when called by name.

Burning Door. At the far end of Immilor's sanctum is a door of black iron that burns with blue flame. Any non-demon creature that touches the flames must make a DC 18 Dexterity saving throw or take 55 (10d10) fire damage. The door can only be opened by making a successful DC 20 Strength (Athletics) check.

Corpses. The corpses on the bridge are those of the yuan-ti that tried and failed to recruit Immilor.

B11. VAULT OF THE KRAH HARU

This area is described in "Part 3: Immilor, Lord of Blue Flame."

PART 3: IMMILOR, LORD OF BLUE FLAME

Immilor only rises from the depths of the Pit of Krahharu when called by name. The characters can confront him at any time, but are likely to be annihilated unless they explore the dungeon and free the Krahharuan wizards. If the characters made an alliance with the dragon Cyndreth, she aids them in this fight as well.

ROLEPLAYING IMMILOR

The only force greater than Immilor's raw power is his unchecked ego. So great is his self-confidence that he does not even notice if the Krahharuan wizards seal away a portion of his power. He never misses an opportunity to brag about the sharpness of his blade or the number of wizards he has dragged into the Abyss with his whip.

UNLIKELY ALLIES

Depending on their previous actions in the adventure, the characters may have additional assistance in the fight against Immilor.

CYNDRETH'S AID

Cyndreth only knows to join the characters in this battle if they signal her to join them, such as with a *sending* spell. She constantly suspects treachery and is reluctant to join the characters without proof that they will aid her. A character that makes a successful DC 18 Charisma (Persuasion) check can convince her to join the attack without solid proof. Each character can only attempt this check once.

Cyndreth is an **adult red dragon**, and is no match for a balor alone, especially because her fire breath has no effect on the demon. She acts on her own initiative in combat and uses physical attacks. She will allow up to four characters to ride upon her back, but sees it as an indignity and grumbles about it the entire time. She refuses to take orders while being ridden, and moves and attacks as she wishes on her own initiative.

Cyndreth refuses to enter the Pit of Krahharu, as she dislikes enclosed spaces. Instead, she bursts through the stone dome of the sanctum when the battle begins (if she is aware that the battle has begun) and attacks Immilor from above.

KRAHCHARUAN WIZARDS

Four Krahharuan wizards remain in the Pit of Krahharu. Three are lingering spirits, tortured by demons over the ages, and one has lived as a fire elemental to hide from the demons.

None of these spirits fight alongside the characters, but each uses the last of their spiritual power to hinder Immilor's power. The wizards and their powers are as follows:

Alkana. The wizard Alkana has been hiding in the Lake of Flame (area B2) as a fire elemental. If she is rescued, she protects the characters from the balor's Death Throes when it dies, granting them immunity to fire damage until the end of that turn.

Djzark. The soul of the wizard Djzark has been tortured by Yulethe the Dreamweaver in area B4. If he is rescued, he reduces its bonus to hit with melee weapon attacks from +14 to +12.

Raxakon. The soul of the wizard Raxakon has been tortured by Goryx the Glutton in area B6. If he is rescued, he reduces the balor's AC to 18.

Umaja. The soul of the wizard Umaja has been tortured by Xalumbros the Unseen in area B8. If she is rescued, she reduces Immilor's hit points to 240.

UNLEASHING IMMILOR

When the characters call Immilor by name within its sanctum (area B10), it rises from the pit in a storm of fire and shadow. Read or paraphrase the following:

The pinprick of blue light in the depths of the pit shudders as you call Immilor's name. A few seconds pass in silence, then an incredible rushing of wind fills the cavern as an azure firestorm races up the pit. In an instant, the flames burst from the depths, and an unbearable heat begins to tear at your flesh. Silhouetted in the center of the flame is a 20-foot-tall figure, wielding a blade in one hand and a whip in the other. Two bat-like wings extend from its shoulders, and a pair of ram's horns adorned with golden bands and dangling charms curl from its temples.

As the howling of wind reaches a frenzy, a voice booms from the flame: "I am Immilor, Lord of Blue Flame! Master of the Pit of Krahharu! Who dares summon me by name? Who dares invite eternal damnation?"

The flames part as Immilor speaks, revealing the balor in all its abyssal glory. Its glowing white eyes focus on your silhouette and its muzzle twists into a taunting smile, as if inviting you to strike the first blow.

If Cyndreth has been alerted to the characters' assault on the sanctum, read or paraphrase the following:

As Immilor sneers at you, a deafening crash rings out from above as the tall, domed ceiling bursts, raining stone and rubble down upon the pit. The gleaming crimson scales of Cyndreth glint in the light as she descends into the sanctum. She glances at you and blows a puff of smoke from her nostrils. "Let us slaughter this demon," she snarls.

Immilor burns with magical flame, casting bright light within 30 feet of him and dim illumination for another 30 feet. Its truesight also allows it to see through the darkness in the pit.

The balor prefers close range combat. If a character stands at the edges of the room and attacks Immilor from range, its primary tactic is to use its whip to pull characters into the pit.

Falling into the Pit. A creature that falls at least 60 feet into the pit is hurled through the Abyss and then reappears on the bridge at the beginning of their next turn, taking 27 (5d10) psychic damage as it reappears.

Immilor's Demise. When Immilor is destroyed, its physical form unravels and is sucked into the depths of the Pit of Krahharu. If Alkana was saved, she prevents its Death Throes from injuring the characters.

Immilor's True Name. If the characters accepted the Lords' Alliance's secret mission and affix the magic seal to Immilor's flesh, they can learn the fiend's true name: Azurewrath, Spawn of the Sixth Pyre. A character that speaks this true name as an action can also make a single-word command that the balor must obey, as the *command* spell. The balor receives no saving throw to resist this command.

What about the Yuan-ti? If asked about the yuan-ti corpses littering the chamber, Immilor laughs and states: "*Those pathetic, simpering serpents came to me seeking my aid. They wished for me to help them gather mortal souls to awaken their god, a creature of unspeakable evil. The fools... I am a creature of unspeakable evil! I incinerated them all, save for their leader, who fled with its tail between its legs.*"

Vault of Krahharu

Once Immilor is destroyed, the flames surrounding the black iron door at the far end of his sanctum disappear.

This vault is filled with glittering wealth from an age long passed. Silver jugs and bowls sized for fire giants overflow with gold coins and glittering rubies.

If Cyndreth is still alive, read or paraphrase the following:

Cyndreth's eyes gleam as she gazes upon the golden hoard before her, and her mouth twists into a smile that bears her many razor-sharp teeth. Her gaze turns to you, and she says "I'll take my share of the treasure, morsels."

Treasure. The vault contains 7,600 gp and 10,300 sp, and ten rubies worth 250 gp each.

If Cyndreth survived the adventure, she demands an equal share of the treasure, and threatens to devour anyone that would deny her. If the characters have time to battle her, they might be able to defeat her and keep her share of the treasure for themselves.

Vastonash's Fate

Once Immilor is dead and the treasure from the vault is being divided, Cyndreth turns to the character wielding the *Krahharuan fork*, or a random character if no one is wielding it.

Cyndreth affixes you with a hard stare. "My son. My wyrmling, Vastonash. He is not alive... is he?"

If the characters found Vastonash's remains, she listens to their reply, then solemnly responds:

"At least he is avenged. I take cold comfort in it... but I do take comfort nonetheless. Thank you, warriors. I pray that we never meet as enemies." Cyndreth looks at you one last time, gathers her treasure in her claws, and then pauses. With a contemptuous growl, she unceremoniously drops a single shining ruby at your feet before unfurling her wings and leaping into the ash-filled air. The soot swallows her, leaving you alone, triumphant, as the fires of the pit burn to embers.

Faction Assignment (Order of the Gauntlet)

Characters belonging to the Order of the Gauntlet have an assignment to consecrate this sanctum and close this rift to the Abyss. A character that spends 24 hours here casting *hallow* (or that uses the *hallowed talisman*) succeeds at that mission.

Conclusion

With the destruction of Immilor, the characters have cleansed the Pit of Krahharu and claimed a vault of great treasure. If you are running this adventure as

part of an ongoing campaign, they have also learned that the yuan-ti sought to make Immilor their ally in claiming souls to summon a being of ultimate evil.

Immilor remembers his unceremonious defeat at the hands of Faerûnian adventurers and their factions as he is reincarnated within the Abyss. His reincarnation is slow and painful, and may even result in his unceremonious demotion to a weaker class of demon. Someday, Immilor will take his revenge.

REWARDS

Make sure the characters note their characters' rewards on the adventure log sheet. Give your name and DCI number (if applicable) so players can record who ran the adventure.

EXPERIENCE (MIN/MAX XP: 10,125/13,500 Ea.)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Balor	22,000
Barlgura	1,800
Chasme	2,300
Dretch	50
Fire elemental	1,800
Firenewt warlock of Imix	200
Firenewt warrior	100
Maw demon	200
Nalfeshnee	10,000
Shadow demon	1,100
Stone golem	5,900

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Vastonash's body found	1,000

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Stone golem ruby eyes	200
Firenewt bangles	80
Yulethe's loot	150
Statue sapphire eyes	160
Goryx's loot	300
Vault of Krahharu	11,130
Cyndreth's Reward	200

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

KRAHARUAN FORK (+3 PIKE)

Weapon (pike), very rare

Forged of black, pitted iron, the haft of this double-tined pike is wrapped in the supple hide of a young red dragon. Wisps of black smoke stream from a glowing red stone at the butt of the weapon only to drift away on an unseen breeze. A description of this item can be found in **Player Handout 1**.

POTION OF FIRE RESISTANCE

Potion, uncommon

This item is found in the *Dungeon Master's Guide*.

PLAYER REWARDS

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Members of the Lords' Alliance (rank 2 or higher) earn one additional renown point for completing their secret mission and should note the **completion of a secret mission** on their adventure logsheet.

Members of the Order of the Gauntlet earn one additional renown point for completing their faction assignment.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

NPC SUMMARY

The following NPCs are featured prominently in this adventure:

Alkana (al-CAN-uh). Alkana was once the leader of the Krahharuan fire giants, and she is a powerful wizard. She has spent centuries living as a fire elemental in the Pit of Krahharu, biding her time until she can strike against the demons that destroyed her tower. However, she has spent so much time in elemental form that she cannot change back, and much of her old magic is lost to her.

Cyndreth (SIN-dreth). Cyndreth is a clever, territorial dragon pushed to the brink by the capture of her wyrmling, Vastonash. She has returned to the Pit of Krahharu to attempt to rescue her wyrmling and wreak her vengeance upon the demons of the pit. She is canny enough to realize that her plan is doomed to fail, and sees the adventurers as useful tools to further her own goals.

Immilor (IMM-uh-lore), Immilor, Lord of Blue Flame, is a balor bound to the inner sanctum of the Pit of Krahharu by the fire giant wizards that once resided here. He longs to be free of his material prison and return to the Abyss, but he has no idea how to break the Krahharuan wizards' spells of binding.

APPENDIX. NPC/MONSTER STATISTICS

BALOR

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

Damage Resistances cold, lightning; 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 19 (22,000 XP)

Death Throes. When the magmin dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

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

ACTIONS

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a

DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

Teleport. The balor teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

1/day each: entangle, phantasmal force

2/day each: disguise self, invisibility (self only)

Reckless. At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

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

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

CHASME

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

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

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's save is successful or the effect ends for it, it is immune to drone for the next 24 hours.

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

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

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The dretch makes two attacks: one with its bite and one with its claws.

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

FIRE ELEMENTAL

Medium elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical Attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

FIRENEWT WARLOCK OF IMIX

Medium humanoid (firenewt), neutral evil

Armor Class 10 (13 with *mage armor*)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	9 (-1)	11 (+0)	14 (+2)

Damage Immunities fire

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 10

Languages Draconic, Ignan

Challenge 1 (200 XP)

Amphibious. The firenewt can breathe air and water.

Innate Spellcasting. The firenewt's innate spellcasting ability is Charisma. It can innately cast *mage armor* (self only) at will, requiring no material components.

Spellcasting. The firenewt is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *fire bolt, guidance, light, mage hand, prestidigitation*

1st—2nd level (2 2nd level slots): *burning hands, flaming sphere, hellish rebuke, scorching ray*

Imix's Blessing. When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

ACTIONS

Morningstar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

FIRENEWT WARRIOR

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

ACTIONS

Multiattack. The firenewt makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

MAW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points, the maw demon can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

NALFESHNEE

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 1184 (16d10 + 96)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +6, Wis +6, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

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

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be [frightened](#) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

STONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (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 nonmagical attacks that are not adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but cannot speak

Challenge 10 (5,900 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 or other magical effects.

Magic Weapons. The golem's attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 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 17 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.

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 7) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

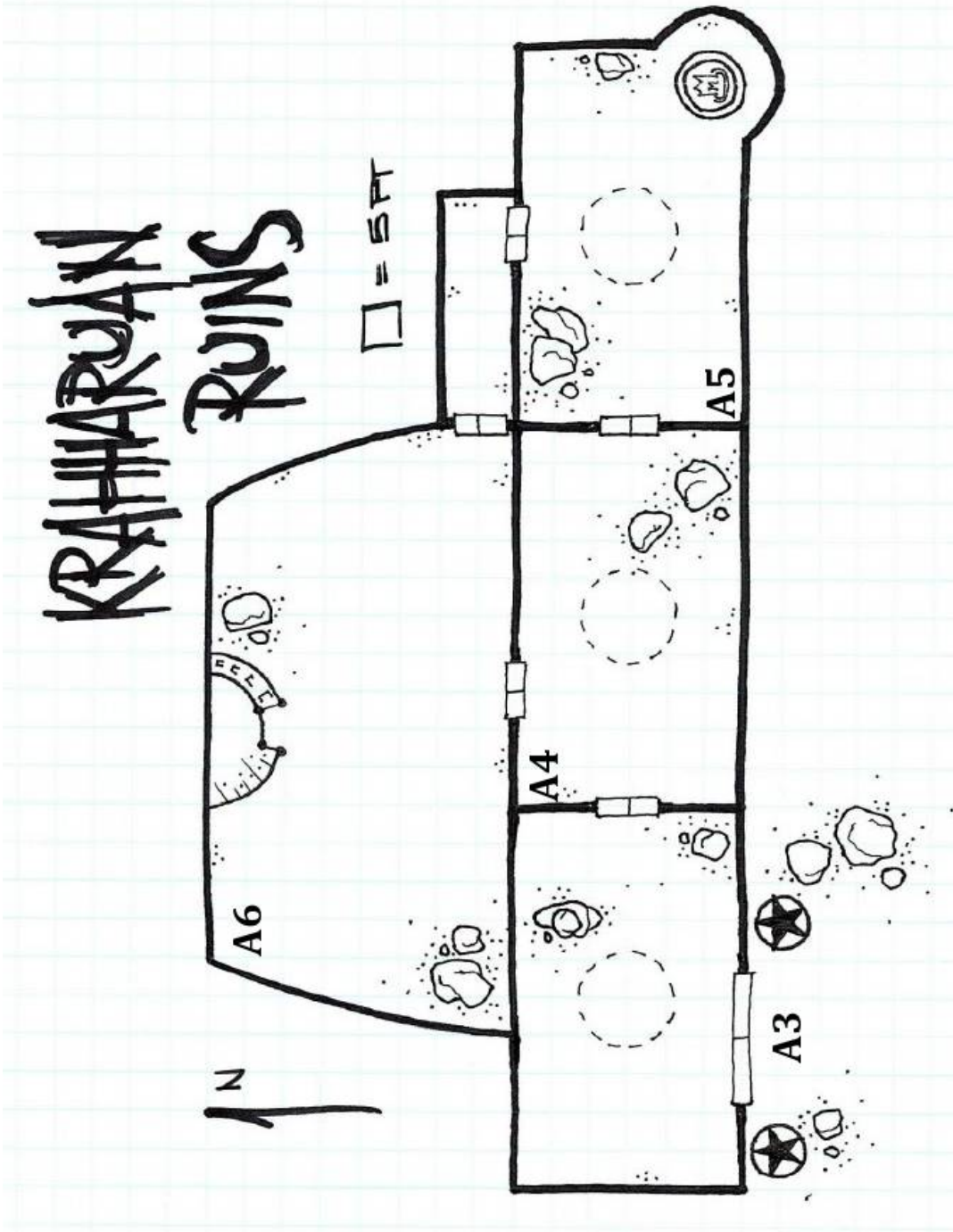
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

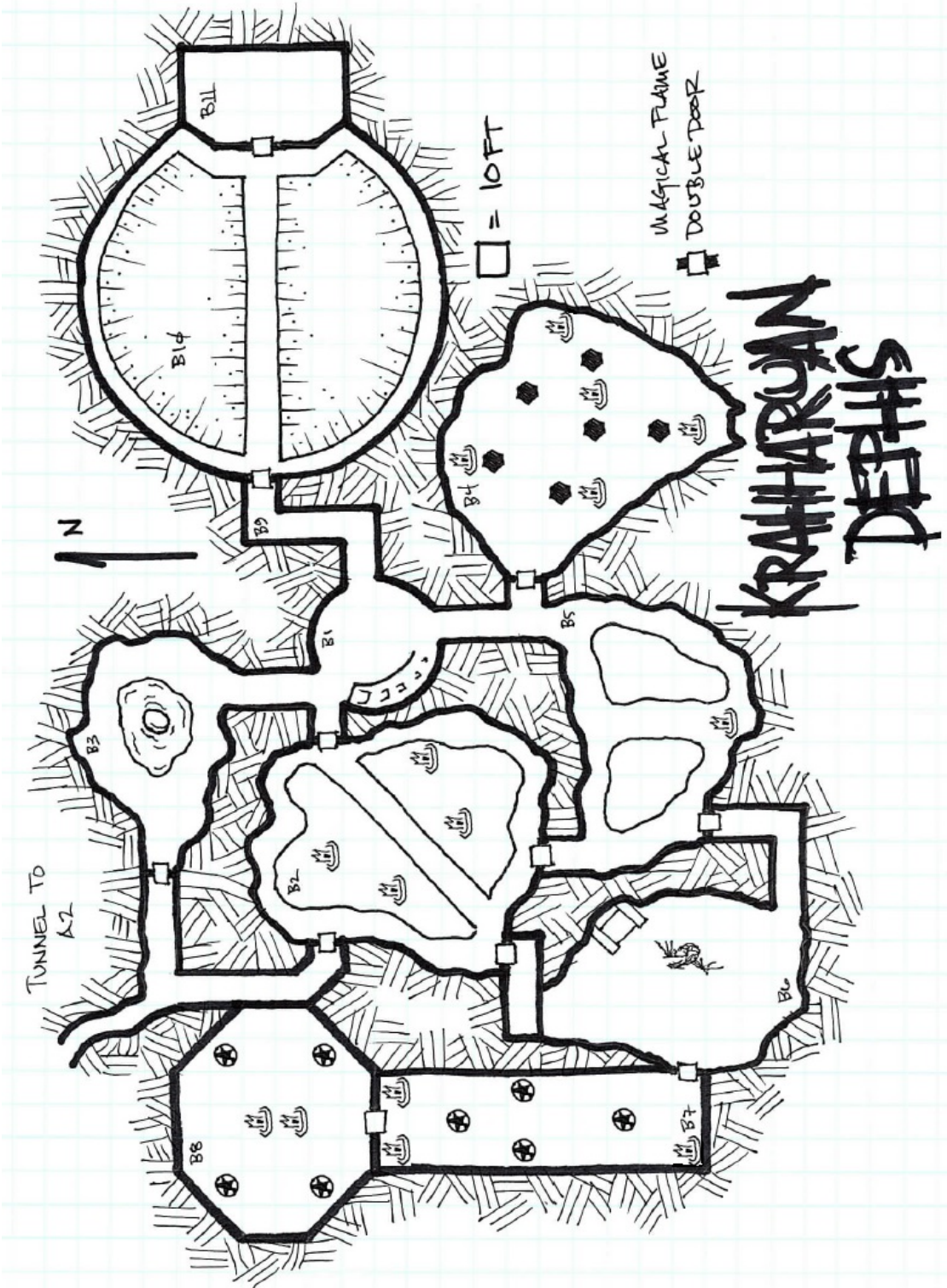
Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

APPENDIX. KRAHHARUAN RUINS MAP



APPENDIX. KRAHHARUAN DEPTHS MAP



PLAYER HANDOUT 1. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

KRAHARUAN FORK (+3 PIKE)

Weapon (pike), very rare

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Forged of black, pitted iron, the haft of this double-tined pike is wrapped in the supple hide of a young red dragon. Wisps of black smoke stream from a glowing red stone at the butt of the weapon only to drift away on an unseen breeze. This item can be found in the *Dungeon Master's Guide*.

HALLOWED TALISMAN

Wondrous item, rare

A perfect sphere of black obsidian is tied to a necklace of prayer beads, and seems to glow with a very faint internal light. If you spend a short rest praying over this talisman and taking no other actions, you can break it on the ground at the end of the rest, destroying the talisman, to infuse the ground around you with holy or unholy energy.

By breaking the talisman in this way, you cast *hallow* as an action, requiring no material components.

PLAYER HANDOUT 2. FACTION MISSIONS

Characters belonging to the Lords' Alliance have the option of embarking on a secret mission while taking part in this adventure.

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

The Order of the Gauntlet entrusts the characters with the reconsecration the Pit of Krahharu's inner sanctum. They suggest that the characters prepare the *hallow* spell before venturing into the pit, and present them with a *hallowed talisman* if they have no one in the party who can cast the spell.

Success condition: Once Immilor is killed, cast *hallow* on area B10 of the pit, either using the *hallowed talisman* or by simply casting the spell (remember its 24 hour casting time).

HALLOWED TALISMAN

Wondrous item, rare

A perfect sphere of black obsidian is tied to a necklace of prayer beads, and seems to glow with a very faint internal light. If you spend a short rest praying over this talisman and taking no other actions, you can break it on the ground at the end of the rest, destroying the talisman, to infuse the ground around you with holy or unholy energy.

By breaking the talisman in this way, you cast *hallow* as an action, requiring no material components.

SECRET MISSION: LORDS' ALLIANCE

The Lords' Alliance wishes to learn the true name of the demon commanding the pit, and presents the characters a magical seal. Members of the Lords' Alliance (rank 2 or higher) are instructed to use the magical seal to learn the true name of Immilor, the balor that rules the Pit of Krahharu.

THE MAGIC SEAL

The Lords' Alliance presents the characters with a thin parchment seal: six inches wide and twelve inches long, and inscribed with runes of binding. When placed against a fiend's flesh, the paper burns away and imprints the runes on its target.

A character holding this seal can make an unarmed strike against a fiend to strike it with the seal. On a hit, the seal burns to cinders and the fiend must make a DC 15 Charisma saving throw. On a failure, it must truthfully answer the next question posed to it. If the fiend has 50 or fewer hit points, it automatically fails this saving throw.

The seal can force a demon to reveal its true name. If the characters use the seal to reveal Immilor's true name (as the Lords' Alliance intends), they gain some measure of control over the demon and can command it as an action, as the spell *command*, so long as the command begins with

speaking its true name. However, they can't command it to take an action that would lead to harm, such as commanding it to stop attacking them.