GUILD

TO WAKE THE LEVIATHAN



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TO WAKE THE LEVIATHAN



An Adventure for Three to Seven 11th to 16th Level Characters

Optimized For: APL 13

Credits

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Introduction

Centuries ago, a legendary ship known as the *Firaljan* spread relentless destruction and mayhem across the infinite battlefields of the Blood War. Many extraordinary magical vehicles can traverse the sea, air, or stars, and most importantly, pass between the planes of existence. The *Firajian* is one of a select few that bear the title of "Leviathan" — ancient versions of these vessels forged from metal, stone, and wood.

Betrayed by their own, the demonic crew of the *Firajian* was slain, with the ship itself stranded beneath the icy surface of Stygia. It was thought the mighty ship was forever lost. But that was before today. A being of great power plans to wake the sleeping leviathan and unleash its wrath upon the Lower Planes once more.

To Wake the Leviathan takes adventures across the River Styx between the Abyss and the Nine Hells, as presented in *Mordenkainen's Tome of Foes*. It is designed for **three to seven 11th to 16th level characters**. It can connect to any adventure within the same level range and does not require a specific starting location.

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	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.

Adventure Background

Nearly three centuries ago, the leviathan ship known as the *Firajian* crashed and sank beneath the icy streams of Stygia. A weapon born of the Abyss, it bears magical weapons that can break through many of the wards and enchantments woven through the infernal powers of the devils.

Two horrific factions know the location of the ship, as well as the possess ability to bring it back from its icy grave. One is a band of demonic cultists in service to Graz'zt. The other is a group of spies hired by the archdevil Geryon, who wishes to use the power of the *Firajian* to destroy his rival, Levistus.

The archmage Mordenkainen, determined to stop both of these warring factions from gaining control over such a powerful weapon, has devised a plan to steal the vessel from under the noses of both the demon lord and the archdevil.

Shadowy Negotiations

Mordenkainen has chosen to make a rare deal with a merrenoloth called Varenor, contracting the creature to guide a group of adventurers into the heart of Stygia. The archmage feels the contract to be sound, as he possesses the marrenoloth's true name and has promised to not to use or share it so long as Varenor keeps to the mission. Mordenkainen does, however, keep yugoloth's name in immediate memory in case things go sour.

The Leviathan Core

Acquiring more than just information on the *Firajian*, Mordenkainen knows how to activate the vessel using a magical stone. Imbued with the stone's power, the leviathan can be flown to an undisclosed location in the Outlands where it can be dismantled, posing no more threat to turning the tide in the Blood War.

Beginning the Adventure

The party is recruited by Mordenkainen to complete the task of reaching the *Firajian* and getting it out of Stygia before either faction gets it.

The archmage's contacts introduce him to the party members. He summons them to a secret lair, only reachable by teleportation.

The Mission

The assignment is broken down into three phases.

Travel into Stygia. The party must meet with Varenor and travel to a specific location in Stygia where the leviathan ship can be found. This is the best option, as opening a planar portal directly to Stygia would draw the attention of the archdevils and their minions.

Reach the Ship's Helm. Once inside, the party must make their way through the ship to the helm, which houses the ship's primary controls.

Activate the Firajian. After reaching the helm, the party must use the *leviathan core* to activate the ship and pilot it out of Stygia and to the rendezvous point in the Outlands.

The Reward

Mordenkainen promises the reward of 2,000 gp for successful completion of the mission, in addition to whatever treasure they discover on the ancient ship. In addition, the adventuring factions of Faerûn are sure to look favorably upon such a grand expedition.

Getting the Players Involved

When the adventure begins, it's already assumed the players have accepted Mordenkainen's mission, being contacted either individually or as a group. If members of the party have reservations, remind them of both the monetary and faction rewards. You should also impart the scope of the mission, for failure could mean a dire threat to the Material plane and their homelands.

What Mordenkainen Knows

Aside from the mission itself, the archmage provides the players with the following information.

- Stygia is a realm with an unnaturally cold environment. The party should prepare accordingly.
- Though the party should likely be safe upon Varenor's boat, they should never, ever touch the waters of the River Styx. Doing so would have dire consequences.
- A demonic cult is intent on reclaming the ship for the demon prince Graz'zt. They can be dangerous if faced on even ground.
- A group of infernal cultists also seek the vessel. They are likely to lay traps and attack by ambush.
- The leviathan was a ship of war with its own weapons and internal defenses, some of which may still function.
- Using the *leviathan core* upon the helm provides complete control over the ship, but having a spellcaster at the helm can also provide additional functions.

Once the party is ready, Mordenkainen opens a portal into Pazunia in the Abyss. Continue to Part 1.





Part 1: Across the River Styx

The adventure begins once Mordenkainen gives the party the *leviathan core*, a coarse, black rock about six inches wide with three small rainbow-colored gemstones protruding from its surface. The archmage then sends them through his planar portal. Once through, they are on their own.

DM's Note: Holding Accountability. It's assumed the party would follow Mordenkainen's request to journey into Stygia to recover the leviathan. If at any point the party decides to abandon the quest by returning to the Prime plane on their own, or if they decide to keep the *leviathan core* for themselves, the stone simply disintegrates within an hour and the adventure is over. It's also highly unlikely for them to be contacted by the archmage again.

Rendezvous in the Abyss

Read the following once the party arrives.

> You appear upon the surface of a barren wasteland. Scattered huge stalagmites protrude from the rocky, unnaturally gray ground. Massive iron fortresses dot the horizons in different directions, expelling plumes of dark ash and smoke that drifts for miles. Scorch marks, blood, and bits of metal along the ground mark traces of many battles fought here, but no bodies can be found in their wake. The only light in this region comes from the orange-tinged sky, whose eerie light has no origin and casts no shadows. In front of you, a few hundred feet away, you can make out the shape of a large boat floating upon the surface of a large body of water..

Upon the Battlefield

Refer to **Map #1** for locations. Unbeknownst to the party, a group of demons consisting of two **armanites** and three **bulezau** are positioned behind two of the large stalagmites, waiting to ambush those attempting to make their way to the river.

Developments and Tactics

The demons hide, hoping to attack once the party is within 90 feet of the river. If they gain surprise, the armanites open up with their *lightning lance* attack before the bulezau move in to melee.

Alternating the Pillars of Play

Keep note of the following options during this encounter.

Exploration. Any player that looks toward the river and makes a successful DC 14 Wisdom (Perception) check spots Varenor beckoning the party toward the ship. Party members that make it to the ship's ramp are not pursued or attacked by the enemy.

Social Interaction. Any party member who speaks Abyssal can intimidate a weakened enemy. If at least half of the demons have been defeated, they can be convinced to surrender and flee with a successful DC 13 Charisma (Intimidation) check.

Treasure

The armanites carry a collection of 10 blue gemstones worth 30 gp each.

Meeting Varenor

Once beyond the haze of smoke, the party can get a clear view of the river.

> The dark, blood-red waters of the river spans hundreds of feet, continuing in both directions as far as the eye can see. It is hard to discern if the water is truly red, or if it is a trick of the red-orange light. A wooden ramp extends from the ship, welcoming you aboard.

When the party reaches the ship, Varenor, a **merrenoloth**, greets each of them by name (or by whichever name known by Mordenkainen). Verifying the adventurers' identities, the yugoloth then introduces itself as their escort into Stygia. Varenor tells the party it is highly likely they will have to face many dangers during their journey. Varenor also warns them that at all costs, they should avoid touching the waters of the Styx.

Beginning the Journey

The first couple of hours of the journey is mostly uneventful aboard the ship, allowing the party to take a short rest, if necessary. Along the shores, however, the party sees innumerous battles between the fiends upon battlefields surrounding massive iron fortresses. Furious and gruesome, they represent the endless wave of death and destruction brought about by the Blood War.

Varenor remains aloof and quiet during the journey, speaking only when spoken to and insisting that it not be bothered. If the party is persistent and make a successful DC 14 Charisma (Persuasion) check, the yugoloth tells them it owes a debt to Mordenkainen which is being repaid with this journey, and the ship is hidden from view of most of the fiends here. Beyond that, to constantly interrupt its concentration is sure to bring doom upon them all.

The Waters of the Styx

If a character comes into contact with the water during the journey, they react as if they were the target of a *feeblemind* spell. They immediately take 4d6 psychic damage and must succeed on a DC 15 Intelligence saving throw to avoid the effects. No form of magic resistance or immunity can resist the river's effects.

Escape at the Falls

Refer to **Map #2** for locations. After two hours, the ship arrives at a group of waterfalls that mask many portals leading out of their current realm. Each of the fissures in the wall exit to a different plane. The smallest and hardest to see among them leads to a secret path that eventually connects to Stygia in the Nine Hells.

> A large cliffside sharing the same color as the rest of the terrain looms before you. Large, dark metal plates are embedded in the rock at various locations. Dozens of large waterfalls stream upward from the surface of the river into gigantic fissures in the rock face. Each fissure glows with a tinge of colored light.

Rocking the Boat

As soon as the ship reaches a few hundred feet from the large pool at the bottom of the falls, it's attacked from below the river's surface. The ship violently rocks to one side, forcing anyone standing on deck to succeed on a DC 15 Dexterity saving throw or fall prone. Varenor automatically succeeds on this save.





The Great Beast

An **adult styx dragon** and three **styx dragon wyrmlings** (see appendix A for stats) are beneath the waves near the boat. At the start of the round after the ship rocks to the side, the three wyrmlings leap aboard the deck and attack the party. For the first three rounds, the dragon stays beneath the surface, after which it lands on the deck while the ship sails up the waterfall. Consider the following guidance when resolving this encounter.

The Wyrmlings. The three wyrmlings target the closest party members, using their *acid breath* if need be. Though the acid may cause damage to the ship, it is not enough to breach the hull. If any of the wyrmlings are pushed or forced off the deck, they do not return.

The Dragon. For the first three rounds, the styx dragon lashes out with its enormously long tail, making a tail attack upon any character standing near the edge of the ship. At the start of the fourth round, the ship begins its movement up the waterfall, at which point the dragon moves to the back end of the ship's deck at the start of its turn.

Varenor. The merrenoloth does not attract attention to itself unless absolutely necessary. It does, however, use its lair action each round to boost the speed of the ship. If the party appears to be having trouble, it also casts *gust of wind* on the wyrmlings to knock them off of the ship.

The Portal. After the encounter starts, it takes eight rounds to reach the portal at the top of the waterfall. On the ninth round, any remaining enemy monsters immediately leave the ship, which enters the portal at the end of that round.

What About Varenor?

Regardless of how careful the party is, there is always a chance that something could happen that causes Varenor to be killed. In the eventuality that Varenor is brought to 0 hit points during the encounter, the yugoloth falls to the deck, unconscious while the ship continues on its course. If left unhealed, increase the amount of time to reach the portal by three rounds. Once the ship enters the portal, Varenor recovers after a round and continues guiding the ship.

Treasure

If the party defeats the styx dragon before the ship reaches the portal, they can find treasure hidden on its corpse with a successful DC 14 Wisdom (Perception) check. Tucked between the beast's scales is a rare topaz worth 800 gp and a *ring of cold resistance*.

Tunnel Transitions

Once the encounter is over, Varenor's ship moves through the portal into a long, dark tunnel running beneath the Abyss' uppermost layer, eventually ending at a portal into Stygia. The journey through this passage takes almost a day, allowing the party to take a long rest. Once the players are ready to continue, move on to Part 2.



Part 2: Perils of the Frozen Sea

In this section, the party reaches Stygia, a desolate plane covered in ice and battered by a brutally cold environment. Though the waters of the Styx are immune to freezing, the party must traverse the surrounding frozen sea in order to reach their goal.

Into the Infernal Cold

Once they arrive upon Stygia, the party experiences their first bout with the plane's extreme climate.

> You feel the sting of the cold air bite into you as the old ship passes through the shining red portal. You and your companions appear in the middle of a vast frozen sea that stretches for miles. Large glaciers and glacial islands can be seen in the distance in almost every direction. The river upon which you travel seems unaffected by the freezing temperatures, cutting a dark, winding path through the surface of the frozen sea. A dull, blue-white sun casts a gloomy light over a stark, gray sky.

Finding the Leviathan

The journey along the Styx takes another hour before the party reaches their destination. During that time, the party is subject to the effects of the plane's brutal climate, as noted on the sidebar below.

Once Varenor reaches the drop-off point, the boat slows and the merrenoloth extends the wooden ramp onto the icy surface of the frozen waters. Varenor informs the party that the last known location of the *Firajian* is approximately a mile directly east of their current location. Should the party ask to be brought there directly, the yugoloth tells them his boat does not leave the river. The party is on their own from this point forward.

Baby, It's Cold Outside

The environment anywhere on the outer surface of Stygia is considered to be a region of extreme cold (rules for extreme temperatures can be found in chapter 5 of the *Dungeon Master's Guide*). In addition to making a saving throw to avoid exhaustion, a player failing their saving throw also takes 1d8 cold damage.

Unsafe Travels

The journey across the frozen sea is a treacherous undertaking. The surface of the sea is considered to be difficult terrain. Several obstacles can be found on the road to the buried ship. Make sure your party establishes a marching order before you continue.

Icy Pool Trap

Several sections of the frozen sea can crack and give way, dropping the party into a large pool of icy water. There are three on the path to the *Firajian*, each one encountered after about 20 minutes of travel. They can only be spotted with a successful DC 15 Wisdom (Perception) check. On a failure, the first character that steps onto the area causes the entire ice sheet to collapse in a 30-foot radius around them. Creatures caught in the area must make a DC 15 Dexterity saving throw or fall into the pool, taking 5d6 cold damage and an additional 1d6 cold damage for each additional round spent in the pool thereafter.

In addition, the surface freezes over again almost immediately. A successful DC 13 Strength (Athletics) check is required to swim and climb out of the pool. A creature who fails to climb out after two rounds is trapped beneath the newly formed icy surface. To break them free, either the creature or one of their allies must deal a total of 20 points of damage to the icy surface, after which they can be pulled free of the ice.

Frozen Gusts

Powerful tornadoes made of icy winds pass through the area, whipping into unsuspecting travelers. Every 10 minutes of travel, roll 1d6. On a roll of 1, an icy tornado rips through the party's location in a line 60 feet long, 20 feet wide, and 60 feet high. Creatures caught in the area must make a DC 15 Strength saving throw, taking 4d10 cold damage on a failed save or half as much on a successful one.

In addition, a creature who fails their save is also knocked prone. If it is a flying creature, it immediately takes falling damage and shatters the icy surface, triggering an icy pool trap as described above.

Glacier of Cold Fire

After an hour of traveling across the sea, the ground slowly solidifies as the party comes across one of the plane's many glaciers, this one spanning hundreds of feet in diameter.

> The slick, frozen waters of the sea lead you to a massive glacier spanning about two hundred feet across. A mound of sharp ice juts from the center of the frozen mass, widening at the base until it meets the solid icy floor that leads out into the infinite sea. Near the center, a swirl of white mist is periodically broken by the flash of a bright blue light within its borders.

Finding the Ship

Heading toward the center of the glacier takes the party directly to the crash site of the *Firajian*, a corrupted area surrounded by swirling white mists and struck periodically by blue-white lightning bolts.

Hidden Tunnels

While traveling toward the center of the glacier, there is a chance the party comes across a passage leading down beneath the surface into a network of tunnels. The entrance ramp can be spotted with a successful DC 16 Wisdom (Perception) check. If the party fails to spot the entrance to the tunnels, continue on to "The Great Leviathan" below.

Following the entrance ramp leads the party through a winding path of interconnecting tunnels, eventually leading to a central area beneath the surface.

Infernal Lair

The intersecting tunnels all eventually lead into an unlit, circular chamber 60 feet in diameter. and 40 feet high. A 10 foot wide column of ice runs from the floor to the ceiling in the center of the chamber. This chamber is the resting place of an **ice devil**.

A Warning Given. If any party member comes within 30 feet of the center column, the devil uses its telepathy, warning them to leave this area or perish immediately.

Defending Its Lair. If the party continues to approach or attacks the column, it immediately shatters and the devil appears from within, attacking the party in the same round. At the end of the round, three **merregons** appear from the walls of the chamber at any location the DM chooses.

Treasure. Inside the ice column, the party finds a crystal statuette of a winged fiend worth 200 gp. They also find a decorative crystal spear. Though nonmagical, it can be sold for 450 gp. At the very bottom of the column is a *potion of greater healing* and an *elemental gem* (water).

Alternating the Pillars of Play

Note the following options during this encounter.

Exploration. A successful DC 16 Wisdom (Perception) check made during combat spots the devil's treasure at the bottom of the ice column. Any creature approaching the column becomes the immediate target of the devil and its servants.

Social Interaction. A creature that speaks Infernal can attempt to bargain with the devil. Doing so requires a successful DC 15 Charisma (Persuasion) roll. On a success, the devil takes the party's intrusion as a misunderstanding, allowing them to leave only upon the promise to never again return.

Exiting the Tunnels

The tunnels lead the party back out to the entrance. However, a successful DC 14 Wisdom (Perception) check locates another side passage that heads toward the center of the glacier. Following that passage leads the party to area 1 near the base of the *Firajian* (see Map #3 for details on the next section).

Reaching the Crash Site

Whether by walking directly or by taking the lower tunnels, the party eventually arrives at the crash site of the *Firajian*.

The Great Leviathan

Refer to Map #3 and #4 for locations. Both Geryon's spies and Graz'zt's cultists are in the area when the party arrives. The two groups are detailed as follows.

Demonic Cultists. A group of Graz'zt cultists are currently aboard the leviathan attempting to gain access to the helmsroom.

Infernal Spies. A group of infernals and their servants are also aboard. Unable to access the helmsroom, they are waiting for either the demons or the party to open the locked door in area 8 before ambushing the lucky group.

In addition, their leader has her flying ship hiding behind another glacier five hundred feet from here, ready to attack the leviathan on a moment's notice.



1. Crash Site

If the party approaches this area without caution, they are likely to be spotted by the two **hezrou** patrolling the area.

> This entire area is covered in thick white mists. The rear half of a large vessel juts rom the base of the glacial spire, its front end buried beneath the frozen surface. Its frame is forged of a reddish iron with portions of darkwood, and shiny black stone. Small bolts of blue-white lightning periodically strike the surface of the ice in the area, leaving a small pocket of blue fire that burns bright before it's snuffed out by the icy winds.

Developments and Tactics

Consider the following advice while the party is in this area.

The Demon Patrol. If the party approaches with caution, a successful DC 13 Wisdom (Perception) check spots the hezrou patrol befoe the demons catch sight of the party. They can be easily avoided with a successful DC 14 Dexterity (Stealth) group check. They can also be avoided altogether if the party entered the area from the tunnels leading out from the ice devil's lair (see "Entering the Ship" below). If spotted, the hezrou attack the party immediately and fight until defeated.

Cold Fire Strikes. Each minute the party is in the area, roll 1d10. On a 1, they are targeted by a bolt of lightning. Make a ranged weapon attack upon a random character with a +6 bonus to the attack roll. On a hit, the target takes 16 (3d10) lightning damage. In addition, the target and all creatures within 10 feet of the target must make a DC 14 Dexterity saving throw, taking 11 (2d10) cold damage on a failed save or half as much on a successful one.

Entering The Ship

There are three paths onto the ship. The first is the starboard ramp leading to area 2. The second is through the aft hatch leading to area 5. The third is beneath an ice fissure on the port side that leads to the cargo hold in area 6. The last entrance can only be spotted with a DC 15 Wisdom (Perception) check. Unless otherwise noted, only dim light is available in all other areas aside from areas 1 and 2.

From the Underside In

If the party arrived here via the ice demon's lair, they exit the tunnel directly in front of the ice fissure leading into the ship, which they discover without the need of an ability check. If they follow the path directly in, they completely bypass the patrol of demons.

2. Main Hall

This central area connects to most of the other areas on the ship. Bright light from the outside filters into this hall.

Secret Passage. A secret hatch in the wall opens to a ladder that descends into a side hall leading south to another secret hatch that opens into area 7.

Helmsroom Door. The door leading to the helmsroom is locked, requiring both a special key and sequence to open the door. See area 8 for more details.

3. Weapons Platform

This area leads up to two connected platforms with levers and pullies positioned along the walls. These control the turret-mounted ballistae on the top of the ship, which are currently inoperable until the ship's helm is activated. Once the *Firajian* is under the party's control, rules for operating these weapons are provided in that section.

Dead Cultists

The bodies of two demonic cultists are here, wearing red robes dressed in abyssal sigils. They carry no treasure, though their robes appear in good enough condition to be worn by most medium sized humanoids.

4. Research Wing

A group of demon cultists consisting of a **cult fanatic**, a **barlgura**, and a **cambion** are in this chamber, attempting to activate the small forge in the corner of the room.

> In this large chamber, a collection of engraved stone tablets are embedded in an interlocking fashion against one wall. Against the other wall is a row of wooden cabinets. On the far end of the room is a huge metal contraption whose center appears to burn with a fire similar to a forge. A collection of levers and knobs decorate the center of the strange apparatus, with a large metal tray set on an iron base above the controls.

Developments and Tactics

The enemy is too distracted to notice the party and can be easily taken by surprise. They fight to the death if attacked.

Secret Identities. A party member can attempt to fool the enemy into thinking they are among their number. This can be accomplished with a successful DC 13 Charisma (Deception) check. If anyone in the party is wearing the robes found on the cultists in area 3, they gain advanatage to their roll. If successful, the cultists provide them with information on how to forge a new key to the helmsroom. This information eliminates the need to solve the puzzle on the stone blocks against the wall; however, the party must still decipher the symbols themselves in order to craft an item with materials from the cabinets (see below).

Key Forge. The mechanical device can be used to create the star-shaped key that opens the sigil lock leading into area 8. Operation of the contraption can be learned from the stone carvings on the wall, which are actually a combination of pictographs and Abyssal writing. Examining these symbols with a successful DC 15 Wisdom (Insight) grants knowledge on how to use the key forge create a *helmsroom key*, which allows access to area 8. A character that speaks Abyssal gains advantage to this check. Operating the levers causes the mechanical components within to craft the item requested.

If the party deciphers the stone carvings, further examination of the symbols and a successful DC 14 Intelligence (Investigation) check reveals the key forge to create an additional item. Materials from the cabinets can be used on the forge to create these items. Aside from the *helmsroom key,* however, there is only enough material remaining for a single magic item (see the "Treasure" subheading below).

The Cabinets. The large cabinets contain various forms of metal, alchemical solutions, and small bags of bone and leathery hide. These materials can be used on the key forge to produce items.

Treasure

The cultists carry nothing of value. The key forge, with the proper lever sequence, can be used to create a *helmsroom key*. In addition, if the party successfully deciphers the wall symbols, they have enough materials to create only **one** of the following items:

- a *circlet of blasting*
- a *sentinel shield*
- a *potion of superior healing*

Even if the party decides not to craft a *helmsroom key*, they still do not have enough material to craft more than one of the other items. Materials they may possess within their own inventory do not change this.

If the party decides to simply keep the additional materials, the entire lot can be sold for 250 gp.

5. Armory and Weapons Bay

This area can be accessed either from area 2 or the aft hatch outside the ship in area 1. The entire room is filled with racks of parts and ammunition for the ship's weapons. If the party entered this room from area 1 or area 2, Dirvex, a **warlock of the fiend**, is in this chamber with a **goristro** and a **shadow demon**. The shadow demon is hidden behind one of the large racks. Otherwise, there is no one in this room.

Dealing with Dirvex

Unless the party becomes immediately hostile, the warlock and the demons make no move to attack. If the party chooses to speak with Dirvex, he tells the party his mission is to recover an item from the helmsroom. Such a treasure should satisfy his patron, and the party can do what they please with the ship.

In return, Dirvex can show the party the proper sequence to open the helmsroom door. If the party doesn't have a *helmsroom key*, the warlock can also show them how to open the door without one, using the tentacle pods found in area 7. If the party accepts, Dirvex escorts them alone to area 7 (or area 8) when they are ready. He attacks the party if they refuse to bargain.

Treasure

Dirvex carries a pouch of valuable components worth 100 gp and wears a golden amulet carved with an abyssal sigil that can be sold for 50 gp.

> **In Case of Emergency....**
>
> Dirvex does not assist the party in any combat and immediately uses his *teleport* spell to leave if the party encounters any true devils. If the party attacks Dirvex at any point during the escort, the warlock can use a bonus action to immediately summon the demons from this area to his location.

6. Cargo Hold

This area can be accessed via the stairs in area 2 or through the wall opening that leads in from area 1. If the party entered this area from area 1, Alrina, a tiefling **evoker**, is here with her **imp** companion and two **barbed devils**. Otherwise, this is no one in this room.

> This room is mostly empty, save for a small collection of wooden crates stacked in one corner. A flight of stairs leads up to the ship's main deck. A large shaft of ice formed into a spike is wedged into a crack in the wall, allowing the frosty air to creep in from the frozen sea outside.

Dealing with Alrina

If Alrina is here, she and her allies do not immediately attack unless the party moves to do so first. If the party appears non-hostile or attempts to speak with Alrina, the evoker offers to make an alliance with the party and gives them the following information.

- Her master is an enemy of the archdevil Levistus, master of this plane. Levistus would move to claim this ship as his own, which would threaten to upend the balance of the Infernal Hierarchy.
- To stop the archdevil, she needs an enchanted crystal located in the ship's helsmroom. Beyond that, the other infernals don't care what the party does with the ship, as such a demonic abomination is of no use to them.
- If the party agrees, Alrina can tell them the proper code sequence to enter the helmsroom. If the party does not have a *helmsroom key*, she also tells them how to open the door without one by using the tentacle pods found in area 7.

Should the party accept Alrina's offer, she escorts them alone to area 7 (or area 8) when the party is ready. If the party attacks or is aggressive toward Alrina at any point in time, she immediately casts *teleport* to escape.

Along With A Dash of Truth

Alrina is, of course, not being completely honest. Her mission is to acquire a specific gem that powers the *Firajian's* main weapon, which is known to bypass powerful infernal enchantments. The cult plans to use the enchantments on it to gain access to the prison that both protects and contains Levistus. In destroying Levistus, his rival, Geryon, can take the archdevil's place within the hierarchy.

A successful DC 16 Intelligence (History) check reveals the relationship between the two archdevils, as divining Alrina's full intentions. Even without this knowledge, if a party member attempts to discern the evoker's level of earnestness and makes a successful DC 16 Wisdom (Insight) check, they get the feeling Alrina may not be entirely forthcoming.

Treasure

Alrina carries a pouch of valuable components worth 100 gp and wears a golden amulet carved with an infernal sigil that can be sold for 50 gp.

7. Feeding Station

This can be accessed from the door in area 6 or the secret hallway in area 2.

This narrow hall holds a dozen large fleshy pods against one wall. The pods pulse slightly, following each other in a strange pattern. At the center of each pod is a small appendage about the length of a human arm.

Developments

The pods contain the blood and body parts of fallen victims, which the leviathan uses for power in addition to the magical energy required by the helm.

Damaging the Pods. Each pod has a natural Armor Class of 13 and 30 hit points. If the party destroys more than half of the pods (six or more), the amount of damage taken by the leviathan's pilot is doubled (see "The Helmsperson's Bond" sidebar in part 3).

Pod Tentacles. Grasping any of these causes the end of the tentacle to blossom open into the shape of an eight-pointed star. If the party has been to the door to the helmsroom (see area 8), they recognize the star pattern as being the same in size and shape as the indentation on the door's lock.

In addition, each tentacle also stretches a very long distance, up to 100 feet, when pulled from the center of the pod. This can be discovered through trial and error, or with a successful DC 15 Intelligence (Investigation) check.

Lock and Key. If one of the tentacles is brought up through the secret passage to the helmsroom door, the end of the appendage can be used in place of a *helmsroom key* (see area 8). Unless the party is given this information or the players deduce this on their own, a DC 16 Wisdom (Insight) check can be made to figure it out.

Deal with the Devil - or Demon. If the party does not possess a *helmsroom key* and made a deal with either Dirvex in area 5 or Alrina in area 6, their escort leads them here first to obtain one of the tentacles and stretch it through the corridor to area 2.



8. The Helmsroom Door

This door can only be opened with either a *helmsroom key* or one of the pods from area 7. Read the following once the party arrives at the door.

> This massive ironbound wooden door has no lock or handle. A large metal plate made of concentric rings is embedded into the center of the door. Each of the three rings has a set of sigils inscribed around its base. In the center of the plate is a star-shaped indentation.

Opening the Door

Getting the door open requires inserting a key or pod tentacle into the indentation and using it to turn the concentric rings around the plate until the sigils match up into a particular pattern. The sigils are enchanted with a *glyph of warding* that deals lightning damage. Any attempt to force or damage the sigil-marked rings triggers the spell.

The Sigil Sequence. The sigil pattern can be discovered from either Dirvex or Alrina (from areas 5 and 6 respectively). The party can also solve the circular pattern with a successful DC 16 Wisdom (Insight) check. If they are using a *helmsroom key*, they gain advantage on the roll.



Failed Attempts. Any creature who fails to enter the correct sequence takes 10 (3d6) necrotic damage. This occurs each time until the proper sequence is entered.

Infernal Assassins. If the party is not accompanied by Alrina (see area 6), two tiefling **assassins** are positioned near the door (each marked with "X" on the map). Both are under the effects of a *greater invisibility* spell. They do not move or attack the party unless they are discovered and attacked. Once the door to area 9 is opened, they follow the party into that area and attempt to ambush them. If Alrina is with the party, the assassins are not in the area.

9. The Ship's Helm

This area can only be accessed by unlocking the sealed door at area 8.

> The ironbound door raises into the ceiling, revealing a large square chamber beyond. The walls are decorated with intertwining rows of sigils and symbols that run downward into the floor, all intersecting onto a small stone pedestal in the center of the room. Against the wall left of the entrance is an array of gems embedded into the metal frame. Across from the entrance, a clear crystal dome reinforced with iron bands allows you to see directly out of the ship's fore.

Developments and Tactics

Resolve the following events depending on how the party gained access to the helmsroom.

Deal with Alrina. If Alrina is with the party, she takes one of the larger gemstones from the wall of the helmsroom and departs using the *teleport* spell.

If the party acts suspicious of her, she offers to wait until the leviathan is activated and under the party's control (see part 3) in order to prove the ship can function without the gem. If the party grows hostile or betrays Alrina, she immediately teleports away.

Deal with Dirvex. If Dirvex is with the party, he thanks the party, moves to the wall of gemstones, touches the central stone, and leaves the ship with it via casting *teleport*. If the party interferes or attacks him, Dirvex summons his companions (see area 5), who keep the party at bay while he escapes with the gemstone at all costs.

Awakening the Leviathan

The stone pedestal in the center of the room is the actual helm of the *Firajian*. An indentation at the top of the helm marks the spot where the *leviathan core* can be placed. Upon doing so, both the gemstones in the core as well as the sigils and gems on the wall all glow softly, illuminating the entire room.

Once the party is ready to fly the leviathan out of Stygia, continue to Part 3.



Part 3: Escape to the Outlands

With control of the leviathan, the party can bring the ancient ship to a point where it can open a planar portal to the Outlands. But the fiends haven't given up yet. Tavarene, leader of the infernal cultists, has her vessel ready to bring the leviathan down into the frozen sea, where she would claim it as her own in the name of her master.

Taking to the Skies

Any party member that touches the *leviathan core* while active in the helm receives a vision in their mind of the location they need to fly the ship. The party must choose one of their members to pilot the leviathan. Though the *leviathan core* allows any party member to pilot the vessel, remind the players that a spellcaster has more options when controlling the ship.

Escaping the Glacier

Once the party has chosen a helmsperson, that party member can will the ship to move by placing their hands on the *leviathan core* and concentrating. The demonic magic coursing through the ship, however, can violently affect the minds of non-fiends.

Upon attempting the move the ship, the helmsperson experiences horrible visions of death, destruction, and decay caused by the ship, some of its vicitms now feeding power to the vessel from the flesh pods below. The helmsperson must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage. The ship still moves regardless of the result of the saving throw. Read the following once the player takes control, able to see outside in all directions as if they were the ship itself.

> The ancient ship shudders as you hear the sounds of metal and stone scraping against the ice wall. With a loud crunching sound, the surrounding ice buckles against the force of the moving vessel, the great leviathan soon tearing away from its centuries-long prison. Small pieces of the ship's outer hull rip away, falling into the various pits of blue fire.

Developments

With the ship in the air, the party can begin their flight toward the designated portal location. An infernal vessel is set to ambush them an hour or so after the leviathan takes flight. Allow the party a short rest if they need one.

Ambush Over The Frozen Sea

An hour after the *Firajian* has been in flight, it is attacked by another ship. The infernal ship, the *Vallanee*, belongs to the infernal cultists. Regardless of whether or not Alrina was successful in her mission, the infernals have no plans on letting the party leave with the leviathan.

> Your surroundings lurch toward one direction as the leviathan takes a powerful jolt to one side. A crackle of purple energy sears through the metallic walls, rattling the entire hull of the ancient vessel.

Developments

After the first attack, the *Vallanee* appears from behind the glacier, the party's helmsperson can immediately spot it by making a successful DC 14 Wisdom (Perception) check. If the check is successful, the *Firajian* gains advantage to its initiative roll at the start of combat (see below).

Against the Infernal Machine

The party must face off against the **Vallanee** (see appendix B) while making their way to the portal. This can be accomplished by making use of the ship's defenses. If the party has already been to the weapons platform (area 3 on Map #4), they know where the ship's weapons are located. Otherwise, the ship's helmsperson can easily tell them so.

Allow the party an extra round to make it to area 3, where they can take control of one of the three ballista turrets mounted onto the hull. Once the group is in position, combat is resolved as follows.

Ship's Stats

Use the following guidance when resolving this encounter.

- ***Initiative.*** Each party member rolls initiative as normal. The *Vallanee* rolls as if it were a monster per its stat block.
- ***Ship's Hull.*** The *Firajian* has natural AC of 18 and a total of 180 hp.
- ***Movement and Surroundings.*** Both the *Firajian* and the Valanee are aware of each other's surroundings and move at the same speed. Both are capable of easily avoiding obstacles.

Weapon Mounts

The *Firajian* is equipped with three ballistae mounted on turrets, capable of firing in any direction. They need to be reloaded each round, which allows for only one attack per turn for each turret.



Allow players to use their **Dexterity modifier + their proficiency bonus** when making a weapon attack with these. They have the following weapon stats. The weapon's total damage is the **base damage plus the user's Dexterity modifer**.

Damage	Properties
2d10 piercing	Ammunition (range 500/1500 ft.), heavy, loading

Helmsperson's Bond

The party member connected to the leviathan's helm has a special connection to the ship. They are subject to the following effects and abilities.

Psychic Connection. Each time the ship takes damage, the pilot must succeed on a DC 13 Wisdom saving throw or take 7 (2d6) psychic damage.

Empowered Bolts. If the target is a spellcaster, they can imbue one of the ballista weapons with additional magical damage. Choose one of the ballista mounts in use by an ally. The helmsperson uses an action and spends one spell slot. If the ally hits a target on their next attack, the target takes an additional 1d10 weapon damage for each level of the spell slot expended. This effect lasts until the start of the helmsperson's next turn, where it must be activated again.

Main Weapon. The helmsperson can use magic to fuel the ship's primary weapon. The helmsperson uses their action and expends a spell slot to launch of bolt of fiery lightning. Make a ranged spell attack against the target. On a hit, the target takes 3d8 lightning damage plus 1d8 per level of the spell slot expended.

Secondary Caster. If there was no deal made with Alrina or Dirvex, or they weren't able to retrieve the gemstone from the wall of the helmsroom, the main weapon can instead be used by another spellcaster. Regardless of whether the weapon is used by the helmsperson or another party member, the weapon can only be used once each round.

Resolving the Combat

The combat lasts until one ship is defeated or eight rounds have passed. At the beginning of the ninth round, the *Firajian* reaches its destination, where it can automatically open a planar portal. The *Vallanee* can't pursue the party once they've passed through the portal into the Outlands.

If the Firajian is Destroyed. The ship is defeated when it reaches 0 hit points. If the helmsperson reaches 0 hit points, another party member can use their action to take over the helm. If the party loses the battle, the *leviathan core* opens an emergency escape portal the party can use. Doing so saves them from a horrible fate within the frozen sea, but the *Firajian* is forever lost.

If the Vallanee is Destroyed. When the *Vallanee* reaches 0 hit points, it careens into the icy waters of Stygia, where it shatters into pieces.

Idle Hands

If there are remaining party members not piloting or controlling weapons on the ship, two **merregons** appear at the ship's ramp in area 2 and attempt to make it to the helmsroom to attack the helmsperson.

The Last Ditch

Once the party escapes through the portal, they have another hour before they reach the rendezvous point. The *leviathan core* takes control at this point and the ship no longer requiring a helmsperson. During that time, the enemy commanders make one final effort to take over the ship. This encounter occurs 10 mintues after the ship leaves Stygia.

Deal Made With Alrina. If the party let Alrina escape with the gem, Nafaska, a **marilith**, appears aboard the ship in area 2 and attacks the party.

Deal or No Deal. If the party either dealt with Dirvex or with neither of the cultists, Teravene, an **erinyes**, appears through a gate in area 2 along with a **merregon**. They attack the party.

To Boss or Not to Boss

This last encounter can be optional. If the party is severely weakened or you are running short on time, feel free to skip this last encounter.

Conclusion

Once the *Firajian* reaches the rendezvous point, read the following.

> From the ship's fore, you can see the shape of a small tower surrounded by a translucent dome of energy that appears visible only from a certain angle. It sits alone in the vast empty waste, hidden away from the prying eyes of other outer planar denizens.

Ending the Adventure

Once the *Firajian* lands, the party meets with Mordenkainen, who is accompanied by 19 modrons. The creatures from Mechanus are ready to dismantle the vessel down to the smallest parts. The archmage thanks the party for their service, rewarding them as promised before sending them home.

Rewards

Mordenkainen rewards the party with 2,000 gp as promised. He also gives the party the *leviathan core*, which is now useless as an item but can be sold for 500 gp. Additional rewards are defined as below.

Bonus Payment

Mordenkainen provides additional rewards depending on the party's dealings during the mission. These items can be found in chapter 7 of the *Dungeon Master's Guide*.

Personal Entanglements. If the party let Alrina or Dirvex leave with the gemstone from the helmsroom, the party receives *boots of the winterlands*. If the party did **not** let either cultist retrieve the gemstone from the helmsroom, they instead receive *boots of speed*.

Wyrm Food. If the party defeated the styx dragon before escaping from Pazunia, the party receives *dragon scale mail*. Roll a d10 to determine its type.

Faction Rewards

Players belonging to a faction earn one **renown point** from their faction at the conclusion of this adventure.

Story Awards

The party can gain the following story awards.

The Enemy of my Enemy

Your dealings may have earned you a reputation with one of the fiendish cults that operate within the Blood War. You gain advantage to Charisma (Persuasion) rolls that deal with changing the starting attitude from members of a particular cult, as defined below. See "Social Interaction" in chapter 8 of the *Dungeon Master's Guide* for rules on starting attitudes.)

Alrina. If you allowed Alrina to escape with her prize, your bonus is toward any member of the Cult of Geryon.

Dirvex. If Dirvex escaped with his prize, your bonus is toward any cultists who worship Graz/zt.

War Captain's Pride

Your experience with the *Firajian* has taught earned you some experience with planar vessels. You have advantage to Intelligence (Arcana) checks that deal with identifying the properties of planar ships such as the astral skiff or similar vessels.



Appendix A. New Monsters

This appendix provides new monsters introduced in this adventure.

Styx Dragon

Often found in the top layers of the Lower Planes, these beasts are one of the more dangerous denizens of the infinite river.

Serpentine Form

Styx dragons look slightly differerent from more commonly known dragons. They have a long, serpentine body with small wings and claws protruding from their elongated necks. They have no legs, instead replaced by a wickedly barbed tail. Their slime-coated scales often range between dark browns and reds.

Home on the Waters

Immune to the effect of the waters in the River Styx, the styx dragons swim freely across the infinite river's expanse, easily hopping between many of the Lower Planes. They hunt and feed primarily off of fiends but more out of abundance than preference. Any creature with consumable flesh can be marked as prey when catching the attention of a styx dragon.

They normally lair deep burrowed tunnels along the banks of the River Styx.

Styx Dragon Wyrmling

Medium dragon, neutral evil

Armor Class 16 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., fly 40 ft., swim 60 ft.

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

Saving Throws Dex +4, Con +4, Wis +2
Skills Perception +2, Stealth +6
Damage Immunities acid, psychic
Condition Immunities charmed, frightened
Senses blindsight 10 ft., darkvision 60 ft. passive Perception 12
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Styx Immunity. The dragon automatically succeeds on all saving throws against the effects of the River Styx's waters.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Adult Styx Dragon

Huge dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 60 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +10, Wis +7, Cha +8
Skills Perception +7, Stealth +12
Damage Immunities acid, psychic
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 90 ft. passive Perception 17
Languages Draconic
Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Styx Immunity. The dragon automatically succeeds on all saving throws against the effects of the River Styx's waters.

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

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three atttacks: one with its bite and two with its tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) slashing 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 16 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.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Styx Breath (Recharge 5–6). The dragon exhales stupefying gas in a 60-foot cone. Each creature in that line must make a DC 18 Wisdom saving throw, taking 49 (14d6) psychic damage on a failed save, or half as much damage on a successful one. In addtion, on a failed save, the target's Intelligence score is reduced by 1 and they also have disadvantage to all Intelligence-based saving throws and ability checks. 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 effects of the dragon's Styx Breath for the next 24 hours.

Appendix B. Monster/NPC Statistics

This appendix details new monsters that do not appear in the *Monster Manual*.

Armanite

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 84 (8d10 + 40)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	8 (-1)	12 (+1)	13 (+1)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 7 (2,900 XP)

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

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

Actions

Multiattack. The armanite makes three attacks: one with its hooves, one with its claws, and one with its serrated tail.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Serrated Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Lightning Lance (Recharge 5-6). The armanite looses a bolt of lightning in a line 60 feet long and 10 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Bulezau

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 52 (7e8 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	8 (-1)	9 (-1)	6 (-2)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages Abyssal, telepathy 60 ft.
Challenge 3 (700 XP)

Rotting Presence. When any creature that isn't a demon starts its turn within 30 feet of one or more bulezaus, that creature must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage plus 1 necrotic damage for each bulezau within 30 feet of it.

Standing Leap. The bulezau's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Sure Footed. The bulezau has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease ends. On a failed save, the target's hit point maximum is reduced by 4 (1d8). The target dies if its hit point maximum is reduced to 0.

Evoker (Alrina)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages any four languages
Challenge 9 (5,000 XP)

Innate Spellcasting. The evoker's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day: *plane shift* (self only), *teleport* (self only)

Spellcasting. The evoker is a 12th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt,* light,* prestidigitation, ray of frost**
1st level (4 slots): *burning hands,* mage armor, magic missile,**
2nd level (3 slots): *mirror image, misty step, shatter**
3rd level (3 slots): *counterspell, fireball,* lightning bolt**
4th level (3 slots): *ice storm,* stoneskin*
5th level (2 slots): *Bigby's hand,* cone of cold**
6th level (1 slot): *chain lightning,* wall of ice**
*Evocation spell

Sculpt Spells. When the evoker casts and evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Merregon

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands Infernal but can't speak, telepathy 120 ft.
Challenge 4 (1,100 XP)

Devil's Sight. Magical darkness doesn't impede the merregon's darkvision.

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

Actions

Multiattack. The merregon makes two halberd attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the merregon makes three halberd attacks.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Reactions

Loyal Bodyguard. When another fiend within 5 feet of the merregon is hit by an attack, the merregon causes itself to be hit instead.

Merrenoloth

Medium fiend (yugoloth), neutral evil

Armor Class 13
Hit Points 40 (9d8)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	17 (+3)	14 (+2)	11 (+0)

Saving Throws Dex +5, Int +5
Skills History +5, Nature +5, Perception +4, Survival +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 3 (700 XP)

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

At will: *charm person, darkness, detect magic, dispel magic, gust of wind*
3/day: *control water*
1/day: *control weather*

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

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

Teleport. As a bonus action, the merrenoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Actions

Multiattack. The merrenoloth uses Fear Gaze once and makes one oar attack.

Oar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Fear Gaze. The merrenoloth targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become frightened of the merrenoloth for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vallanee (Infernal Ship)

Gargantuan vessel, unaligned

Armor Class 17
Hit Points 172 (15d20 + 15)
Speed fly 90 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	16 (+3)	12 (+1)	10 (+0)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't from a vessel
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, frightened, poisoned
Senses (as pilot) blindsight 60 ft., darkvision 180 ft., passive Perception 11
Languages —
Challenge 10 (5,900 XP)

Devil's Sight. Magical darkness doesn't impede the vessel's darkvision.

Actions

Multiattack. The Vallanee makes three attacks: one with its catapult and two with its ballistae.

Ballista. *Ranged Weapon Attack:* +8 to hit, range 500/1500 ft., one target. *Hit:* 13 (2d10 + 3) bludgeoning damage.

Catapult. *Ranged Weapon Attack:* +8 to hit, range 800/2400 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Hellfire Ray (Recharge 6). The Vallanee launches a fiery beam in a 90-foot line that is 5 feet wide. Each creature or vessel in that line must make a DC 16 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

Warlock of the Fiend (Dirvex)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +5, Cha +11
Skills Arcana +4, Deception +7, Persuasion +7, Religion +4
Damage Resistances slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 11
Languages any two languages (usually Abyssal or Infernal)
Challenge 7 (2,900 XP)

Innate Spellcasting. The evoker's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *alter self, false life, levitate* (self only), *mage armor* (self only), *silent image*
1/day: *feeblemind, finger of death, plane shift, teleport* (self only)

Spellcasting. The warlock is a 17th level spellcaster. Its spellcasting ability is Charism (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

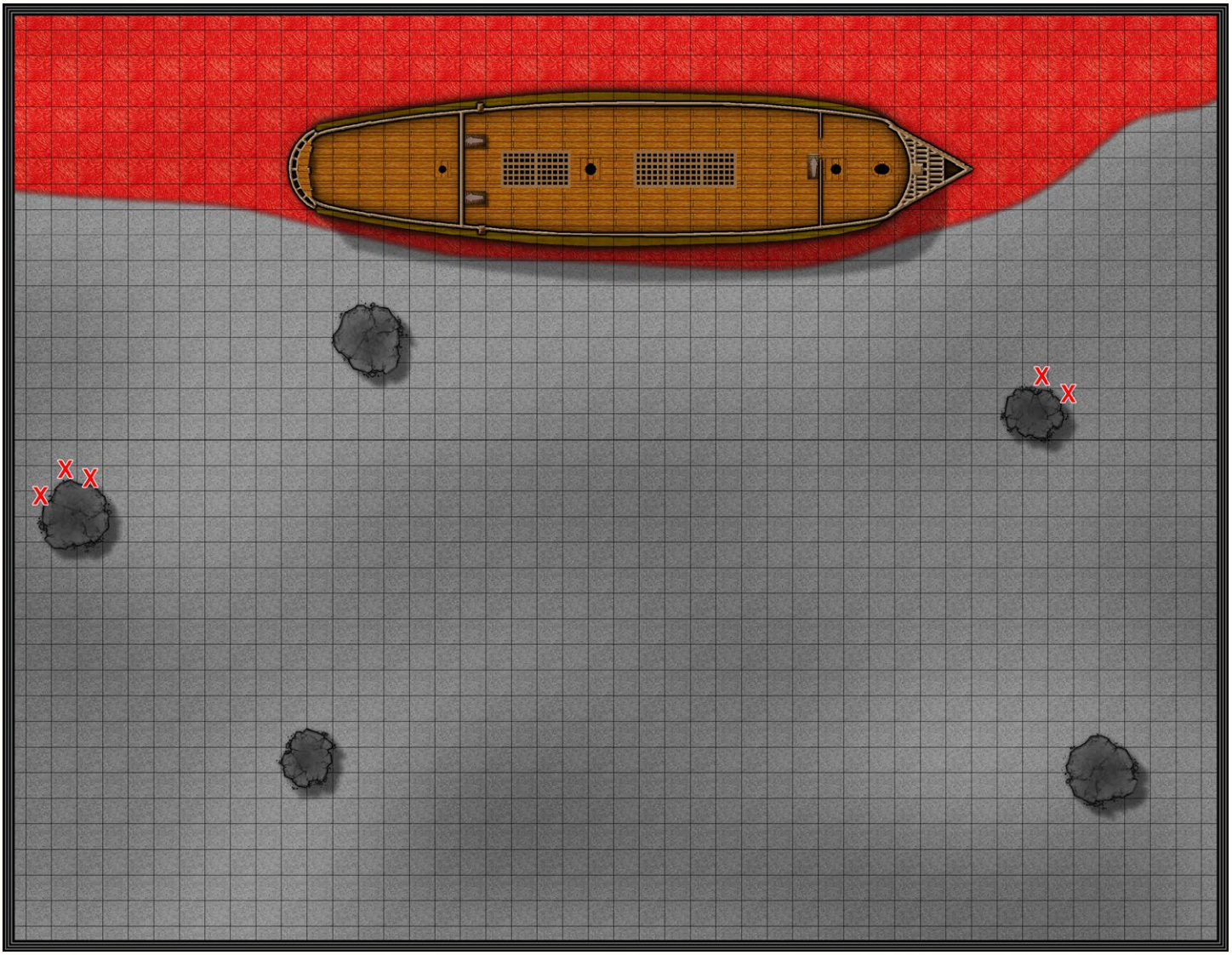
Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*
1st–5th level: (4 5th-level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

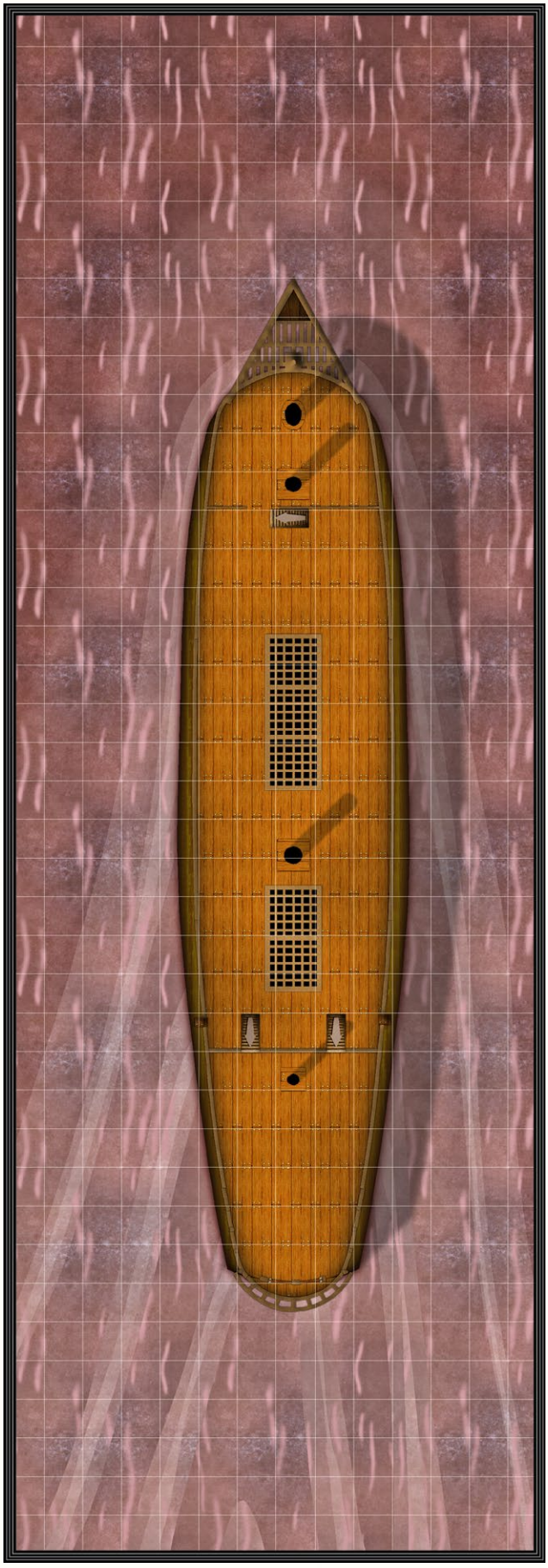
Actions

Mace *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Map #1: Pazunia Exterior



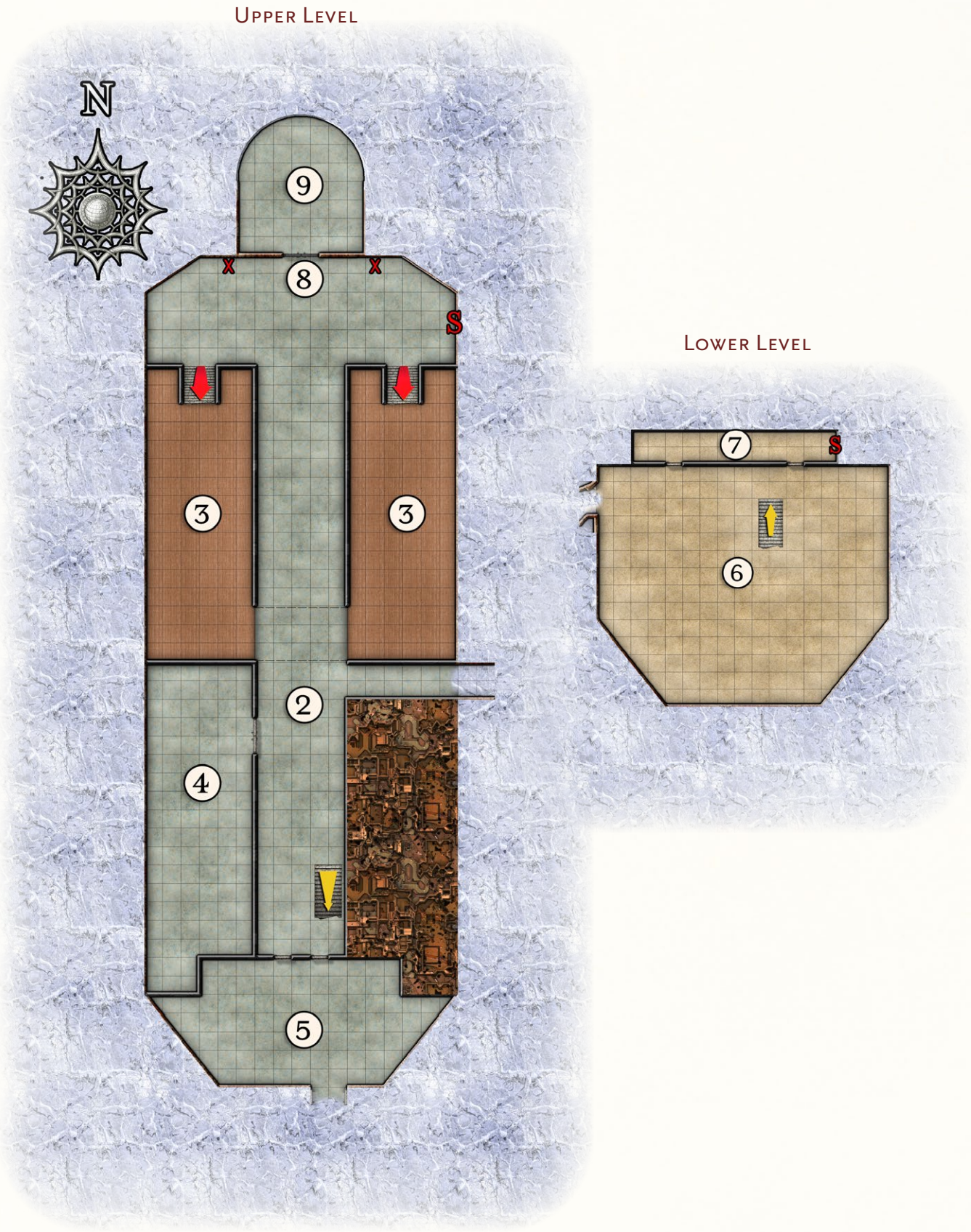
Map #2: Varenor's Ship

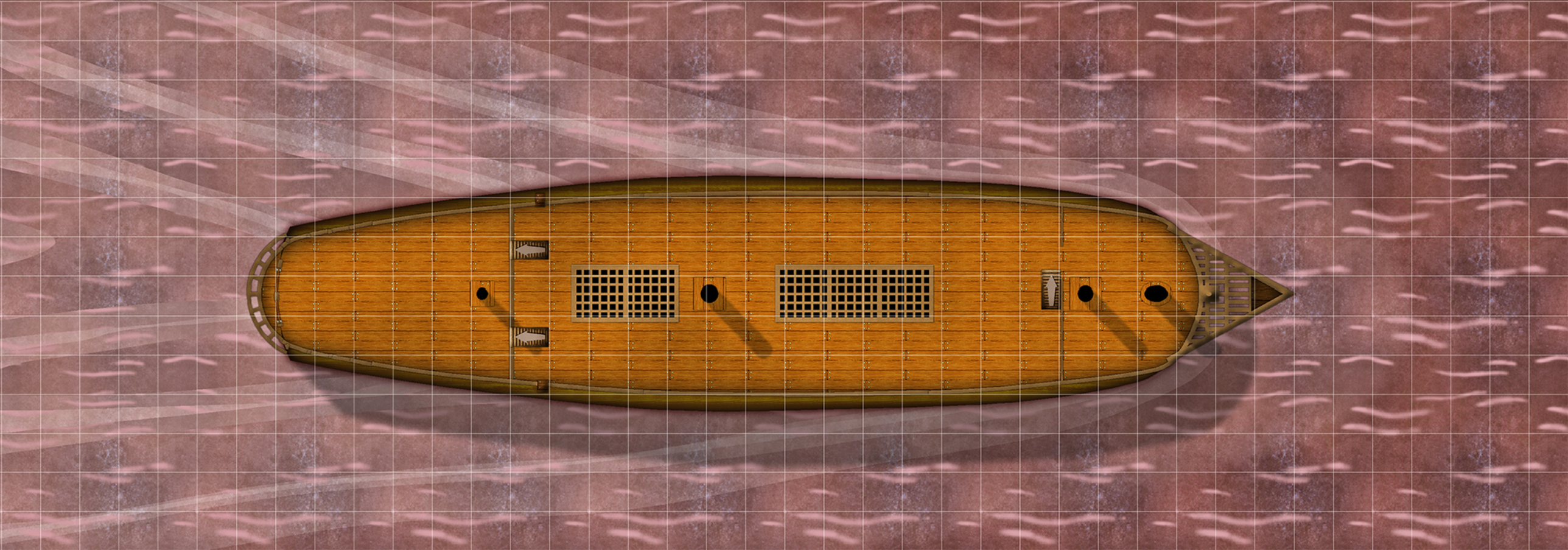


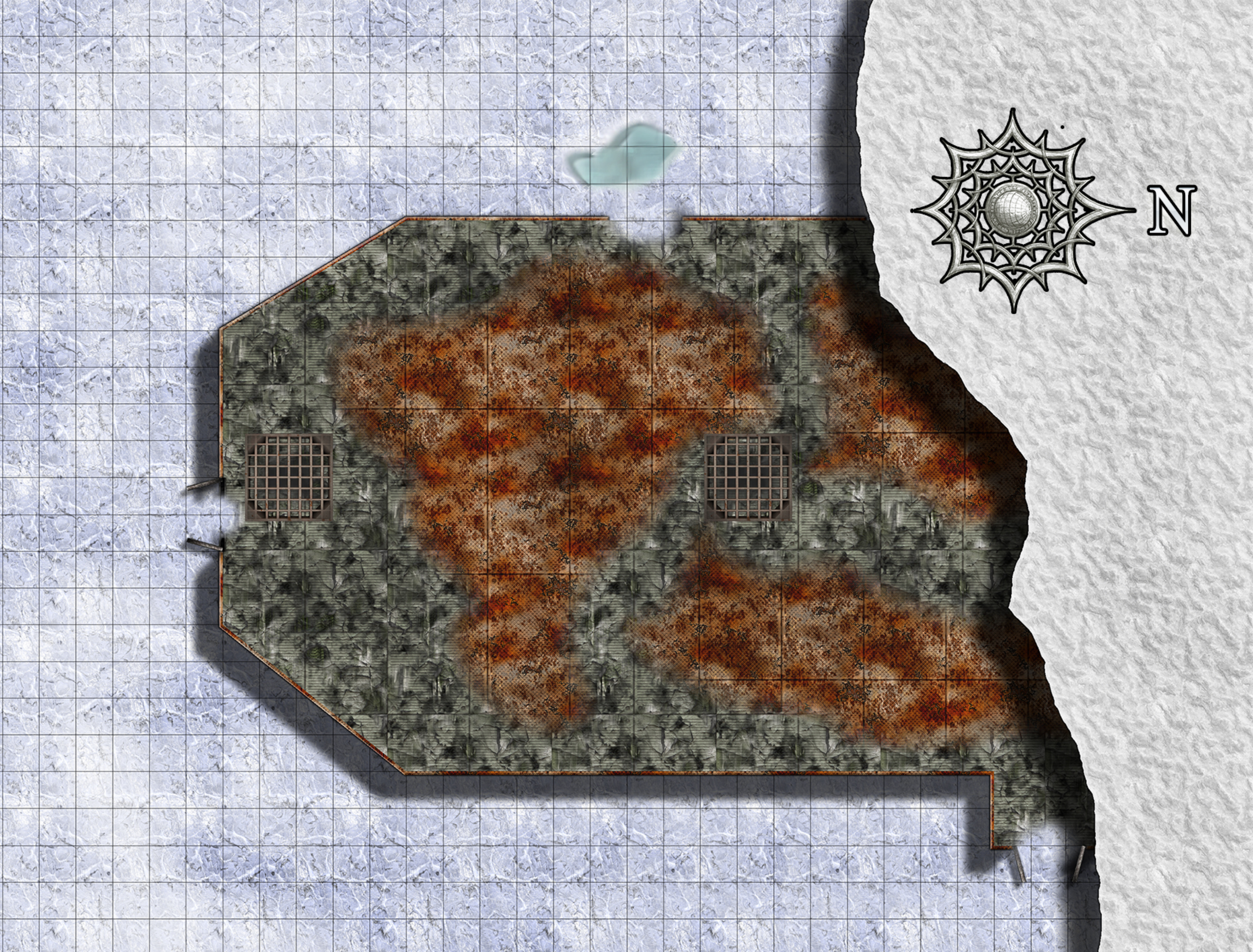
Map #3: Stygia Glacier

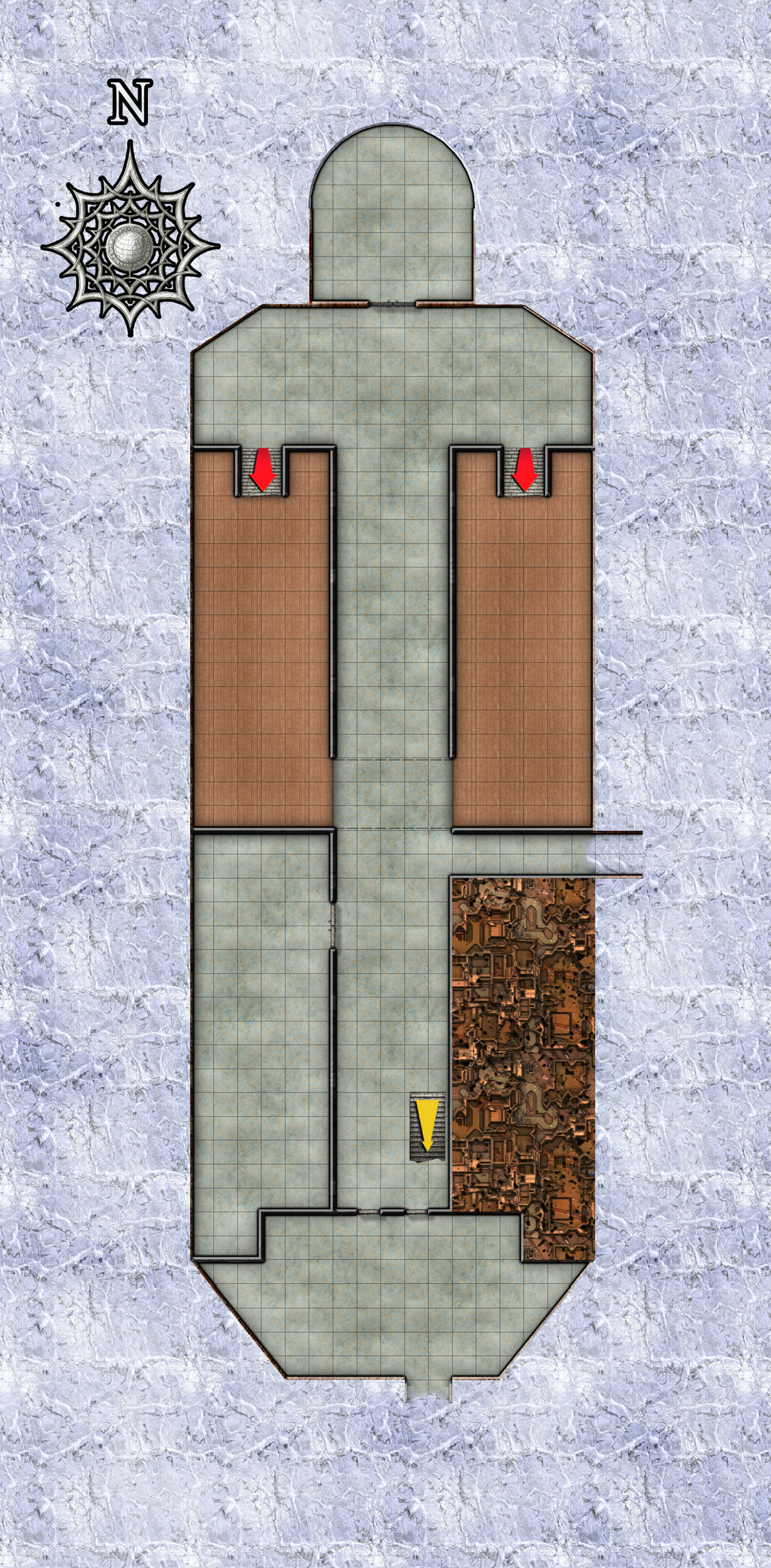


Map #4: Firajian Interior






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