

ICHOR NIGHT



AN ADVENTURE FOR NINTH LEVEL CHARACTERS FOR D&D FIFTH EDITION



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Designed and Published by



BIRCH + BAT
STUDIOS

birchandbat.com

ISBN: 978-0-9948529-6-0
First Publishing: October 2019

FOREWORD

In late 2016 I was approached by cartographer Dyson Logos about writing and designing adventures for D&D Fifth Edition based around his Creative Commons fantasy maps. The result of this collaboration was *Orcs in Tarodun's Tomb*, a short dungeon delve that introduced a slew of new options and tables for Dungeon Masters to use when running orcs in their campaigns.

The adventure was a success, so we made plans for a follow up. I wanted to do with another iconic monster what I did with orcs.

Unfortunately, new business arrangements caused Dyson to abandon the 'Dyson Delves' series for the foreseeable future. I now had a fully written, designed, and edited adventure module on my hands with no prospect of being published...until now.

So now I present to you my take on a classic monster that's vicious, nasty, and everything brutally fun in D&D.

I present to you...demons!

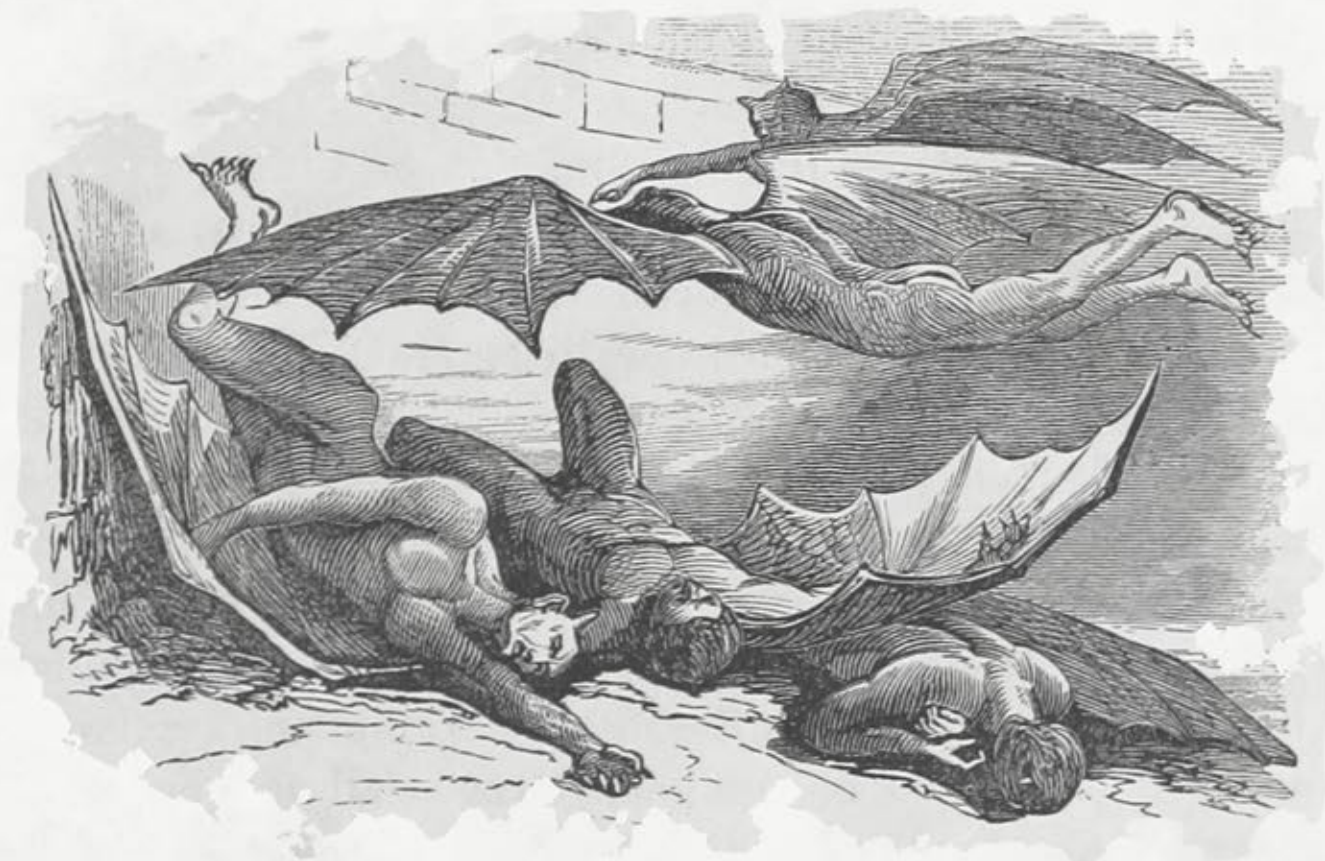
Kiel Chenier
October 2019

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INTRODUCTION

Demons. They fly on charred, ash-covered wings. The touch of their skin invites rot and mutation. Their mouths teem with gnashing teeth of inhuman size and shape. Their minds know neither the light of Gods nor the compassion of mortals. They are a virulent plague on our world, sent from the depths of the abyss to destroy us.

But how do you go about sticking them in your D&D campaign?

Ichor Night is an adventure for four to six characters of 9th to 10th level. It pits them against every kind of demonic monstrosity around, testing their combat prowess and improvisational skills in equal measure.

This adventure is ideal for introducing demons as a major threat in a campaign, proving new rules and lore that Game Masters can use to make demons a more unique kind of creature. Whether you're running in a homebrew world or a published setting, Ichor Night has system agnostic world building that can be used in any campaign.

RUNNING THE ADVENTURE

To run this adventure, you need the fifth edition Core Rulebooks. Alternatively, you can use the fifth edition Basic Rules, which are available for free online.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when they arrive at a location or under a specific circumstance, as described in the text.

All unique monster and NPC stat blocks are provided in appendix A and are indicated as such in the adventure text. When a creature's name appears in bold type, it is a visual cue indicating the creature's stat block is listed in the Core Rulebooks.

OVERVIEW

The small town of Bontruselle, a settlement in the middle of a barren dust-bowl, has a demon problem. Carla Wainwright, a part-time demon hunter, has discovered a long abandoned underground complex that has become a warren for demons. She needs high skilled adventurers to help her cleanse this complex of the demon scourge.

What's drawing the demons to the complex is an ancient artifact: the iron obelisk. This obelisk feeds demons and draws them to the Prime Material Plane from their home in the Abyss. It has also drawn the attention of a Calcifer the Weeping Wizard, a mage and scholar turned demon, and a demonic cult lead by the fanatical human Seth Smythe.

If the characters don't deal with the warren and destroy or nullify the Iron Obelisk, the town of Bontruselle will be overrun by demons.

USING THIS ADVENTURE

Ichor Night can be run and used a number of different ways.

AS PART OF AN ONGOING CAMPAIGN

The adventure can be used as written as part of ongoing campaign for four to five characters of 9th to 10th level. For best results, read through the material in the Background section and adjust it to best fit your campaign and your characters.

AS A ONE-SHOT ADVENTURE

This adventure can be run as a stand alone one-shot adventure for five to six characters of 9th to 10th level. There is enough material in the adventure for a 5-6 hour session, or two to three 2-3 hour sessions. In the event of a character dying, their corpse can become possessed by a demon. The player now has the option of playing their character as a full demon and joining the 'bad guys' side. See the 'Playing as a Demon' sidebar on page 10. The adventure is completed when any of the following conditions are met:



AS A SUPPLEMENT

This adventure contains new rules for running demons in a 5e campaign, as well as several useful random tables. You can disregard the adventure proper and just use its ideas and tables to supplement your own 5e D&D game.

BACKGROUND

The events leading up to this adventure are as follows. Feel free to change any details you need to so that it best suits your campaign.

THE IRON OBELISKS

Across the known world there are six enormous metal objects: six iron obelisks. Ancient and corroded, their black metal surfaces are covered in red-glowing demon runes. The obelisks are buried into the earth across the globe.

No one knows where the Iron Obelisks came from or who made them. Their locations are seemingly random, they are magical and demonic in nature, and the energies they emit seem harmful to mortal beings. Insects die within fifty feet of them. Animals retreat from them in fear. Humans and elves go mad after being exposed to them for too long. The Iron Obelisks do two observable things: They magically produce a seemingly limitless amount of demon ichor, which pools around their bases.

They emit a low magical field that has a placating and calming effect on demons.

No scholar or arcanist can figure out their purpose...but they have some ideas (See the "Who made the iron obelisks?" table on page 6). One such human arcanist was Calcifer the Weeping Wizard, and his research into the Iron Obelisks and Demonology would ultimately be his doom.

CALCIFER THE WEEPING WIZARD

A wizard of a notable magic college, Calcifer Morgallus III was known for being overly sensitive. He loathed other people and was prone to fits of melancholy and crying outbursts. To reach the rank of archmage in his college, he chose to focus his magical dissertation on demonology and the mysterious artefacts known as the Iron Obelisks. Part of this was motivated by his genuine fascination with demons, but



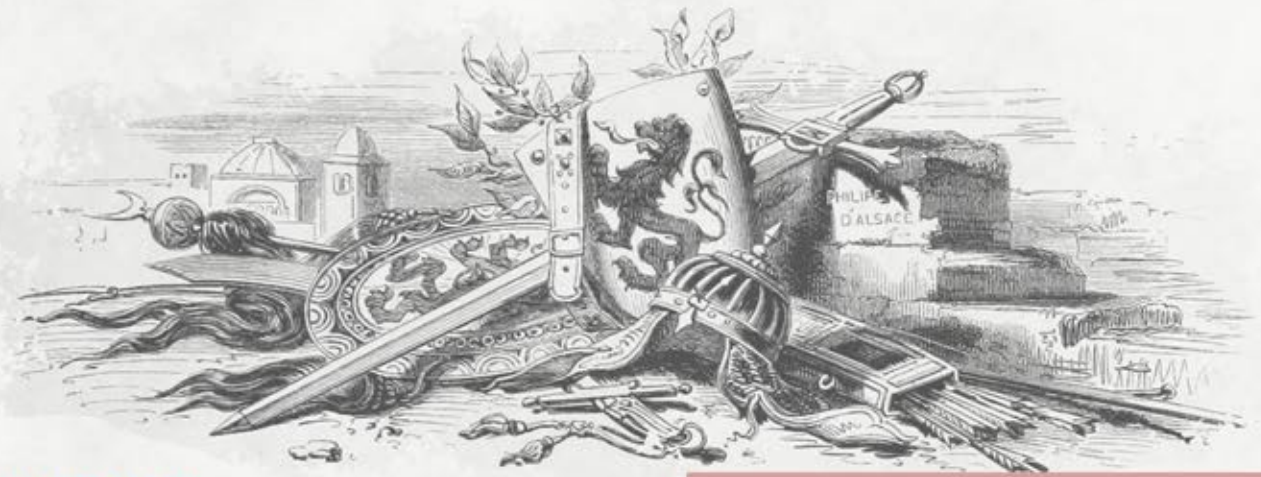
CALCIFER
THE WEEPING
WIZARD

most of it had to do with how far away from people this research would take Calcifer.

In the backyard of a sandy dust-bowl town miles from civilization, lies one of the six Iron Obelisks. A dwarven mining expedition discovered it while dousing for an underground river. What the dwarves discovered was a river of ichor...and the Iron Obelisk that made it. They reported it to only to the magic college, and so Calcifer sought it out. The Weeping Wizard employed the dwarven miners to excavate the areas around this Iron Obelisk, turning the sepulchral cavern into a research station. And so far from the eyes of civilization, Calcifer studied the Iron Obelisk, and the demon ichor it created.

Weeks became months, and months became years. Calcifer's studies became an obsession; he was determined to discover everything he could about demons and their ichor. He surrounded himself with it: Testing it, bathing in it, imbibing it. Over time, his human mind ebbed away, replaced by a demonic one. By the time the dwarven miners noticed the changes in their wizard employer, Calcifer had completely transformed into a demon. The presence of the dwarves, with their foul breath and constant digging, irked him terribly. He slew every last one of them. With the dwarves dead, Calcifer was finally alone with his research. He studied and researched in solitude and silence, growing more and more demonic, for the next fifty years.

That was until the other demons arrived.



A PART-TIME DEMON HUNTER'S PLIGHT

Carla Wainwright is a wagon maker by day, and a demon hunter at night. She protects the small town of Bontruselle from the demons that keep appearing at its borders. However, Carla's anti-demon wards and her traps aren't enough to handle her current predicament.

On a regular patrol on the borders of the town, Carla discovered a stairwell into the earth. None of the townsfolk seemed to remember it being there, so Carla investigated further. When she descended, she discovered a large underground dwarven complex. At its center was a tremendous iron obelisk, around which sprung a deep pool of viscous black slime...and a horde of powerful demons!

Five demons gathered around the obelisk, feeding on the ichor. A host of humans, likely cultists, served them. Carla cursed her rotten luck. A horde of demons had emerged right under the town, along with a demonic cult, right under her nose! She escaped from the underground complex and set to work preparing to deal with it. Carla knows that if too many demons appear in one place, it can open a portal to the Abyss, giving way to a full-on demon invasion.

These demonic threats are too much for a single demon hunter to deal with in secret, and Carla knows it. So, she has reached out to some of the most noteworthy sellswords and adventurers in the land to come to Bontruselle. With their combined might and expertise, she believes the demons can be slain and this Iron Obelisk, whatever it may be, can be destroyed.

Who Made The Iron Obelisks?

The origin of the Iron Obelisks is a mystery. They are as ancient as the land itself (perhaps older), but no group or culture claims to have made them. The role these obelisks have in your campaign is up to you, but here are several possible origins and intended uses for them.

Who Made The Iron Obelisks?

Roll (1d20) Origin

- | | |
|-------|--|
| 1-4 | Ancient Demons. They were made by advanced pacifist demon precursors to curb their people's natural chaotic tendencies. Who these demonic ancestors were is unknown, as demon history has forgotten them. All that remains of their way of life is the Iron Obelisks. |
| 5-8 | Devils. They were made by Devils as a lure. These six obelisks are like fly traps for demons, luring them to the mortal realm to keep them distracted and pacified, waiting to be slaughtered by Devil murder squads. Eventually, devils will return to the Iron Obelisks to take care of the gathered demons. |
| 9-12 | Angels. They were made by angels in a misguided effort to encourage demon's better natures to emerge. If demons had an endless supply of food, and could be kept from competing with one another, they could be made less violent and evil. Angels watch these obelisks from the heavens with great interest to see how their 'experiment' fares over the centuries. |
| 13-16 | Humans. They were made by a long-extinct empire of demon worshipping humans, who erected the Iron Obelisks as a final tribute to their demonic masters. Thousands of human souls are bound inside the obelisks, creating the ichor they produce. Breaking the obelisks releases these souls to a Heaven or Underworld grateful to have them. |
| 17-20 | Dead God. They were fashioned by a dead god; the secret creator of all of demonkind. The Iron Obelisks are the source of the original demons: the ichor they produce is akin to a primordial soup, which birthed them. These demons were driven into the Abyss by an army of angels in the first Angel/Demon war. If left intact, the Iron Obelisks will eventually spawn a new race of stronger and more intelligent demons. |

ADVENTURE HOOKS

If the idea of brazenly taking on a horde of demons and saving the world isn't enough to get the characters excited, here are adventure hooks that offer more pointed reasons to get involved:

CALCIFER'S RELATIVE

You are the descendent (child, grandchild, niece/nephew, ward, etc.) of Calcifer Morgallus III. You've lived in the shadow of your disgraced ancestor for most of your life, and now you want to prove he wasn't the crazy sad sack everyone thinks he is. Weeks ago, you received a mysterious ichor-stained letter. It was from Calcifer! In shaky handwriting it read "My research has yielded results! Come find me and claim your birthright! I am the hollow of the Iron Obelisk". The letter included a rough map to a cavern out in a barren dust-bowl to the south. Unbeknownst to the ancestor character, Calcifer has no memory of writing this letter, but revealing it or that you're his ancestor grants you advantage on all Charisma checks to persuade or deceive him.

MY FRIEND THE CULTIST

A close friend from your past fell out of touch a few years ago. This friend saved your life or your livelihood in the past, and you feel that you owe them a debt. Last you'd heard they had fallen in with a bad crowd. When you inquired about them with their former friends, they told you that this friend had joined a demon-worshipping cult. You want to save your friend from whatever fate might befall a cultist so you're bound for Bontruselle, their last known whereabouts. This cultist friend is chained up in Area 8 on the map, left to be a plaything for the demons. If this character is saved, they are loyal to you and can fight alongside you (They are a human **veteran**).

OBELISKS ON THE MIND

You've been researching the Iron Obelisks for some time now. Tales of their disastrous effects are recorded throughout history, but most historians seem to pay them little mind. Not you! You're set on the path to see one up close and personal, no matter what it might cost you. Your research has pointed you to Bontruselle, which may be the resting place of one of the Iron

CARLA
WAINWRIGHT



Obelisks. Your character has advantage on all skill checks and saving throws connected to the Iron Obelisk.

THE LOST DWARVEN PROSPECTORS

You are associated with a band of rogue dwarven prospectors who went missing seventy years ago. One of them might have been a relative, a mentor, or a close friend, and you had heard that they had found a map to a hidden stash of wealth. Their last known whereabouts were somewhere south of the area now known as Bontruselle. Whether you want to see your dwarven friends safe, or you're just interested in their treasure map, you're headed to Bontruselle to investigate. All the dwarves are long dead, but their treasure map remains. It leads to another dungeon location fifty miles away, which contains a treasure hoard of nine 1000 gp gemstones, 10,000 gp in coins, and four magic items.



USING DEMONS IN YOUR CAMPAIGN

Whether they're inspired by the rival fiends to Devils from fantasy roleplaying games, the body possessing monsters from Hell in Christian mythology, or the supernatural horned brutes from Shinto or Hindu folklore, Demons are a force to be reckoned with, and should be handled as dangerous threats to one's physical and mental health.

This supplement is intended to be as setting agnostic as possible, so how demons fit into your setting is left up to you. However, here are some handy guidelines to using them across all settings:

Otherworldly Origins. Demons are supernatural fiends from another realm of existence, be it Hell, the Underworld, the Abyss, Jigoku, or some other world of fire and darkness and suffering.

Immortal Essence. When a demon is reduced to 0 hit points, its corporeal body is destroyed but its immortal essence returns to their home plane of existence.

Weaknesses. Folk magic and superstition are wards against demons. They are often harmed by silver, religious icons, holy water, cold forged iron, intense prayer, and repetition of holy verses. The presence of these things harms a demon's hold on the Material Plane, granting them disadvantage on ability checks and saving throws. This is subject to interpretation by the Game Master.

Seeks Suffering. A demon's primary motivation is to cause mortals to suffer and for themselves to grow more powerful and influential. All other wants and desires are secondary to these.

Possessive Creatures. Demons can possess the bodies of mortal creatures, forcing them to commit acts of cruelty and violence against others.

ICHOR AND DEMON METABOLISM

Demons do not hunger and thirst the way mortals do. Their corporeal bodies are just putrid manifestations of their abhorrent will on the mortal plane of existence. The only sustenance demons require to continue living is this: the pain and suffering they inflict upon other creatures.

Demons literally eat and sustain themselves on the torment and anguish they cause others. The cries of a woman who killed her family while possessed is like prime rib to them. The gurgling whimpers of a boy tortured on a demon's rack is their bread. An angel's wings being ripped off by a demon is like a fine wine. Demons consume powerful negative emotions for fuel, which is why they are driven to commit heinous acts of cruelty and malice upon the world. They consume this pain, and within their bodies it becomes ichor.

Ichor is the life essence of demons. While humans and other mortal creatures have several bodily fluids within them (blood, urine, bile, saliva, etc.), demons only have the single multi-purpose fluid known as ichor. It flows through their veins, roils in their stomachs, and fills their salivating mouths. Its use and ability shifts depending on its purpose in the body.

Ichor can also exist outside of the bodies of demons: when it is bled, it pours out as viscous rivulets that crystallize over time. When it is secreted or expelled, it remains a liquid. When demons fight and kill one another, it is usually so one can feast upon the ichor of another. Every class of demon's ichor is unique, and many demons believe the only way to grow stronger into a higher class of demon is to consume the ichor of a stronger demon.

In the Abyss, ichor sometimes manifests itself as small pools or oases. These manifestations are considered miraculous.



EFFECTS OF DEMON ICHOR ON MORTALS

Mortal creatures like humans can ingest demon ichor as well. Ichor is inherently toxic to creatures who aren't demons, but some are more resilient to its effects than others. Some believe that mortals ingesting ichor is what causes new demons to be born.

Any time a character touches, drinks or otherwise physically comes in contact with demon ichor, they must roll on the following table and add their Constitution modifier to the result.

DEMON POSSESSION

One of the most terrifying aspects of demons is their ability to inhabit the bodies of mortal creatures and possess them. When possessed, it is often difficult to tell whether someone is your friend, or if they are secretly a demon in disguise. Ousting a demon from a person is a difficult task that only the most accomplished clerics, paladins, and holy spellcasters can accomplish.

Here is how demon possession works:

- **Possession Check.** A demon can possess a mortal creature as an action. If the creature is willing, the possession happens automatically. If unwilling, the creature must make a Wisdom saving throw against the demon (DC 5 + the demon's CR). If the creature fails, the demon possesses it. The possession lasts until the demon ends the possession as a bonus action, the demon is forced out of the creature's body, or the creature is killed.
- **Effects of Possession.** A possessed creature is incapacitated and the demon gains control of its body. It has access to all the creature's memories and uses the creature's statistics. The demon retains its own languages and its own resistances. While possessing a creature, the demon has advantage on all Charisma (Deception) checks to keep its true identity hidden from others.
- **Escaping Possession.** Every 12 hours the possessed creature can make a Wisdom saving throw against the demon (DC = 5 + the demon's CR). Success means the possessed creature

Effects of Demon Ichor

Roll (1d20)	Result
1-3	You take 5d10 necrotic damage. If you are brought to 0 hit points by this damage, you are instantly killed and your soul goes to the Abyss.
4	Your eyes cloud over an inky black. You are blinded. Only a restoration spell can cure this.
5	You grow a third leg that faces backwards, always attempting to walk backwards. Your speed is reduced by 10 feet.
6	You hear the constant whispers of demons in your head. You have disadvantage on all Wisdom and concentration-based rolls. Only a restoration spell can cure this.
7	Your legs become like giant chicken legs. You cannot be knocked prone.
8	Your body is covered in fungal growth as mushrooms sprout from your skin. Once per day, as an action these mushrooms release poisonous spores in a 15-foot-radius circle centred on you. All creatures within this circle must succeed on a DC 15 Constitution saving throw or be poisoned.
9	The flesh and muscle around your face melts away, giving you a skull face. You have advantage on all Charisma (Intimidation) checks.
10	Your mouth hardens and elongates, becoming a foot-long sharpened beak. This beak can deal 1d6 damage.
11	Your eye sockets are replaced by inhuman tooth filled mouths. You gain blindsight 40 ft., and you gain two exotic languages of your choice.
12	You grow a second head from the side of your neck, identical to your first head. You now have advantage against being blinded, deafened, and stunned.
13	Your left limb falls off and is replaced by a prehensile tentacle limb. This limb grants you a whip attack. It has a reach of 10 feet and deals 1d8 slashing damage.
14	Your eyes glow like spotlights, illuminating everything in front of you in a 30-foot-cone with bright light.
15	Your body shrivels and shrinks, drying up like a prune. You are now size Small. If you were already size Small, you become size Tiny.
16	Your eyes multiply inside your skull until you have segmented compound eyes like an insect. You have advantage on Wisdom (Perception) checks.
17	Your body swells and inflates like a balloon. When at full hit points your body is buoyant and can float as if under the effects of a <i>feather fall</i> spell.
18	Your torso and legs melt together into a single serpentine body, giving you a 10-foot-long snake torso. With it you now have advantage on all Strength (Athletics) checks to grappling.
19	Your teeth fall out and are replaced by sharpened demonic teeth. You gain a bite attack that deals 3d4 piercing damage.
20+	You become a demon. Your race changes to tiefling and you gain all its racial features. You count as a fiend in regard to spells and magic. If you were already a tiefling, the effects and durations of your racial features are doubled.



regains control of their body for a number of hours equal to their Wisdom modifier (minimum of 1). The demon is still within the creature, but it is incapacitated.

- **Unconscious or Dying.** If the possessed creature is reduced to 0 hit points, the demon must succeed on a Wisdom saving throw (DC 8 + the character's level) or be forced out of its body. If a creature is killed while possessed, both the demon and the creature's soul return to the Abyss.
- **Combating Possession.** The following spells ward against or end a demonic possession: *Protection from Evil and Good* grants a new saving throw to the creature to end being possessed. *Dispel Evil and Good* forcibly ends the possession. A possessed creature entering an area consecrated by the *Hallow* spell ends the possession. *Planar Binding*, when used on a demon possessed creature, ends the possession.

DEMON NAMES AND PERSONALITIES

The longer a demon lives, the more twisted and strange they become. Use the following random table to generate names, titles, true names, and personalities for your demons. While not every demon encountered needs these, they help the most important ones stand out.

A DEMON'S TRUE NAME

Demons are born onto their foul plane of existence in possession of a true name. This true name is something they covet and protect more than anything else, because if a non-demonic creature knows and can speak aloud their true name, that creature gains temporary power over them.

Learning a True Name. A demon's true name can be learned through study of demonology as a downtime activity: When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues

pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 10 gp to cover your expenses, and succeed on a Wisdom saving throw (DC 5 + the demon's CR value). Failure causes you to contract a random form of temporary madness (See the entry on Madness in the Game Master's Book or the DM's Basic Rules).

Using a True Name. When in possession of a demon's true name, you can reveal it and gain dominion over the demon as an action. The demon is then charmed as if under the effects of a dominate monster spell cast at 8th level, but with the following changes:

- The spell's duration is a number of minutes equal to your Wisdom modifier (Minimum of 1).
- The demon is automatically charmed by this effect, with no saving throw given.
- If the creature takes damage the charm is instantly broken.

A creature can only use a demon's true name to control it once. After that, the demon is unaffected by that creature's use of its true name.

Playing as a Demon

This is an optional rule for one-shot games. If a character is killed by a demon, rather than the player creating a new character they have the option of being possessed and playing their dead character as a demon, working to kill the remaining player characters with the demons.

A demonic character gains the following goals, traits, and weaknesses:

- The spell's duration is a number of minutes equal to your Wisdom modifier (Minimum of 1).
- The demon is automatically charmed by this effect, with no saving throw given.
- If the creature takes damage the charm is instantly broken.

Playing as demons should only be an option for groups that are comfortable with player character conflict and the possibility of the adventure ending with defeat or a total party kill.



RANDOM DEMON GENERATION TABLE

Roll (1d20)	Name	Title	True Name	Defining Trait
1	Gaul	The Immense	At-ga	Acts like a princess, is intrigued by nobility.
2	Bonesuave	Who God Forgot	R'utmar	Is constantly surrounded by flies and bugs.
3	Apocalyth	The Fleshripper	Phaul-tha	A fashionista clad in clothes made of elf skin.
4	Lachmorgus	The Lifedrinker	Agor-soth	Depressing voice, lumbers about in a funk.
5	Morbo	Filth Peddler	Bal-soth	Constantly whispers, urging others to mate.
6	Wrenchuur	Of the Unending Pain	Dormu-soth	Every move it makes sounds like screeching.
7	Bludroth	Soul Feaster	Vix-mar	Tremendously long tongue, leaves a trail of drool.
8	Slitherslice	Who Devours Children	Vix-nath	Its mouth opens wide enough to fit a small-sized creature inside.
9	Dominova	Dream Ender	Vix-xund	Speaks in a sleepy voice, creatures become drowsy in its presence.
10	Gothmaum	Who Light Cannot See	Xy-xul	Is translucent, cannot be seen by the light of flame or fire.
11	Fornaxus	The Perverse	Phel-mot	Cackles, obsessed with lewd and crude acts.
12	Terroxus	The Profane	Ugar'th	Walks and talks backwards.
13	Crunchsnapple	Angel Eater	R'leth	Adorned with feathers from angel wings.
14	Vortallix	The Boiling Madness	R'taxus	Its skin is like boiling liquid, bubbling and splashing.
15	Bwaub	Secret Spreader	Xy-meth	Its body is covered in text: the thoughts of those around it.
16	Rauzuul	Purveyor of Lies	Q'quar	Can only speak in falsehoods, its voice a high falsetto.
17	Gravetinder	Magic Crusher	Q'queth	Sparkles and shines as if covered in glitter.
18	Clawdaxis	Who Pinches Eternally	Welthos	Every limb ends in a crab claw.
19	Blisterella	The Pus Lord	Acridos	Covered in bursting pustules and rashes.
20	Sizzlegut	The Sour Note	Acrideth	Speaks in song and rhyme, always in minor key.

THE IRON OBELISK

This black ichor producing iron structure of unknown origin is 20-feet-tall and 5-feet-wide. Its surface is black, covered in red glowing demon runes that swirl up it in helix patterns. No one is sure where the Iron Obelisk came from or who made it, but its presence is inherently harmful to mortal creatures.

IRON OBELISK PROPERTIES

The Iron Obelisk has the following statistics, powers, and effects.

- The Obelisk has an AC of 15 and 101 Hit Points. It is resistant to Bludgeoning, Piercing, and Slashing damage from non-magical weapons. If destroyed through force, a shockwave erupts from it (See the 'Conclusion' section for details).
- It cannot be disrupted or moved by spells alone. Only a precise magical ritual can banish it or render it powerless.
- Insects instantly perish when they come within 5-feet of the obelisk.
- Beasts of all kinds are naturally afraid of the obelisk. Any creature (beast) that comes within 10-feet of the obelisk must succeed on a Wisdom saving throw (DC 20) or be Frightened for 1 minute.
- It magically produces a seemingly limitless amount of demon ichor, which pools around its base.
- Demons within sight of it are pacified somewhat. They have disadvantage on Wisdom (Perception) checks, and are less prone to acts of overt violence. This effect ends if a demon takes damage.

- Mortal creatures who move within 10-feet of the obelisk must succeed on a Wisdom saving throw (DC 15) or be compelled to touch the obelisk. Touching the obelisk immediately causes a random form of madness.

MADNESS OF THE IRON OBELISK

Touching or otherwise interacting with the obelisk causes a form of indefinite madness. This madness adds an additional flaw and compulsion to the character that lasts until it is cured. A calm emotions spell can suppress the effects of madness, while a greater restoration spell or more powerful magic is required to rid a character of indefinite madness.

Iron Obelisk Indefinite Madness

Roll (1d100) Result

01-15	"The Obelisk is like salt, drying me out. I need to be constantly wet in order to fight!"
16-25	"My eyes lie to me! I must keep them shut to keep the lies from entering my brain."
31-35	"The Obelisk burns like the sun! I must completely disrobe to stay cool enough to exist."
36-45	"I am convinced the Obelisk is always watching me, so I cannot lie or act unjustly ever."
46-50	"Ichor is the only thing that can sustain me! I must consume it!"
51-55	"I am convinced I'll be crushed by falling objects, and must fall on my back to brace myself."
56-65	"I can't trust anything anyone says about the Obelisk or about demons. They must be wrong!"
66-70	"I am convinced I'm actually a demon, with all their powers and resistances."
71-80	"I cannot stand the taste of food or drink, and am convinced it rots in my mouth. I'd rather starve."
81-85	"The Obelisk sent me a special friend that only I can see and hear. They want me to kill."
86-95	"Everything I see after witnessing the Obelisk fills me with deep melancholy. I can't stop crying."
96-100	"The Obelisk filled me with the fascination for flesh. I must adorn myself in the skin of my enemies to feel worthy of love."



CARLA WAINWRIGHT'S RITUAL

Carla Wainwright the demon hunter has a limited understanding of the Iron Obelisk and the threat it represents. She knows that it attracts demons, and that means it must be destroyed. After pouring over her parents old books on demonology, she has uncovered a ritual to disrupt the magic of the obelisk. She plans on using it alongside the characters. Unbeknownst to Carla, the ritual requires additional information and resources that she lacks. Without them, the ritual won't do anything.

RITUAL DESCRIPTION

Carla's ritual is as follows:

- The ritual is a modified *hallow* spell. It is inscribed upon a scroll of parchment, complete with a diagram of a demon seal.
- The ritual requires at least three active participants: two creatures to speak aloud the sacred words while touching the obelisk, and one to cast the ritual.

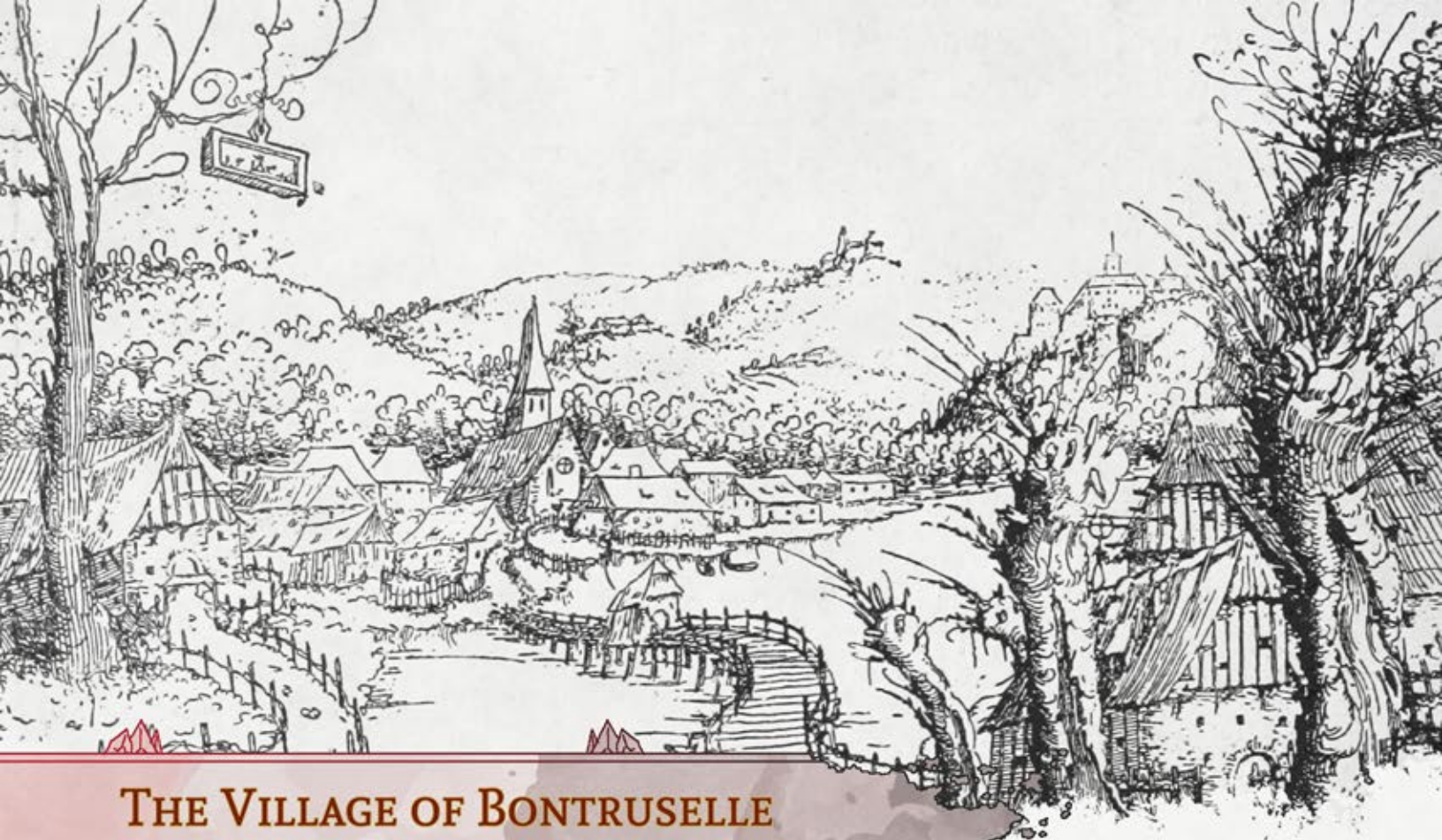
- The ritual's material components include the following: 1 pint of angel ichor (blessed or purified demon ichor), and herbs, oils, and incense worth at least 1000 gp, all of which the ritual consumes.
- The ritual's casting time is 1 minute (10 rounds).
- Once cast, the ritual de-powers the obelisk. Its demon runes lose their glow and its production of ichor ceases. Its iron surface immediately corrodes, the whole thing crumbling into dust.

MISSING COMPONENTS

If Carla cannot obtain the following components, her ritual cannot be completed. All of the missing components can be found within the demon warren.

- 1 pint of angel ichor (blessed or purified demon ichor). If demon ichor is subjected to a *purify food or drink* spell or a *bless* spell it becomes suitable.
- A portion of the required sacred words. These words can be discovered by investigating the notes scrawled on the walls of Calcifer's Workshop (Area 17).





THE VILLAGE OF BONTRUSELLE

Bontruselle is a crossroads village built along a trade route that doesn't exist any more. It sits in the center of a dust-bowl, twenty miles in all directions from any place interesting. Its thirty residents either hold out the hope that traders and prospectors will return to the village, or they're too old to be bothered. As far as the villagers of Bontruselle know, the only thing interesting about their village is its name.

None of them, save for one, know their village is right on top of a cavern full of demons.

ABANDONED HOUSES

Exploring Bontruselle reveals that the outer houses in the village are all abandoned. These dilapidated wooden buildings were abandoned when the trade route the village was built on dried up; their occupants leaving town. These buildings hold a chance of containing some forgotten heirlooms...or demonic squatters.

There are 10 abandoned houses. Whenever characters enter one of these houses, roll on the table below to see what's inside.

What's In The Abandoned House?

Roll (1d12) Result

1-6	Nothing.
7	1d6 × 10 gp in heirlooms.
8	1d4 + 1 dretches hide from the sun. If defeated, their corpses cough up 80 gp in assorted gems.
9	A trunk with 2d6 × 10 gp in heirlooms and 1d4 potions of healing.
10	A swarm of rats feasts on the corpse of a dead demon. The swarm's attacks deal double damage.
11	A succubus is asleep on the floor, squatting in the building. Two corpses of villagers beside her, their souls drained. The succubus offers to trade information about the Iron Obelisk and the demon warren in exchange for her life.
12	A dead human in cultist robes lays on the floor. A rough map of the demon warren is clutched in the corpse's hands.

VILLAGE DESCRIPTION

Bontruselle is tiny for a village, so it is likely that as the characters pass through it looking for Carla Wainwright, they will meet all the above NPC's at once. The remaining villagers are human **commoners** who keep to themselves.

Important NPC's

Here's a summary of all the important NPC's in Bontruselle and their relevance to the adventure.

Morton White	Innkeeper.
Carla Wainwright	Demon hunter and quest giving NPC.
Propallia Blackleaf	Fatalistic elven shopkeeper. Proprietor of Blackleaf's Provisions.
Elias Croweater	Sage and Town Elder.
Glinda, Gerty, and Gilly	The three McDougal sisters, able-bodied hirelings.

The following section details specific locations in town, and the NPC's who dwell there.

THE QUIET ORB INN

This dusty inn has six rooms for rent. If the characters decide to stay here, rooms are 1 gp a night and meals are 6 sp (They cost ten times what the standard rate is). The ale is sour, but the bottled spirits are strong, varied, and 3 sp a cup.

The proprietor is Morton White, a male human commoner in his early twenties. Morton inherited the inn from his father, Barton White, who died a month ago. He came back to Bontruselle after being away for years to bury his father, and in doing so he was roped into taking over The Quiet Orb. Morton doesn't know much about running an inn: he charges visitors extra in the hopes of keeping the business afloat. He seems eager to find an excuse to leave Bontruselle behind once again.

Rumours. Morton believes his father died under mysterious circumstances. At the funeral the townspeople claim he died of a heart attack, but he knew his father to be in excellent health. Morton knows Carla was the one who found his father's body, but he says she is tight lipped on the subject.

The inn gets its name from a flawless porcelain orb that rests on the mantle. The orb is the size of a melon and is utterly soundless. Tapping or knocking on it produces no sound.

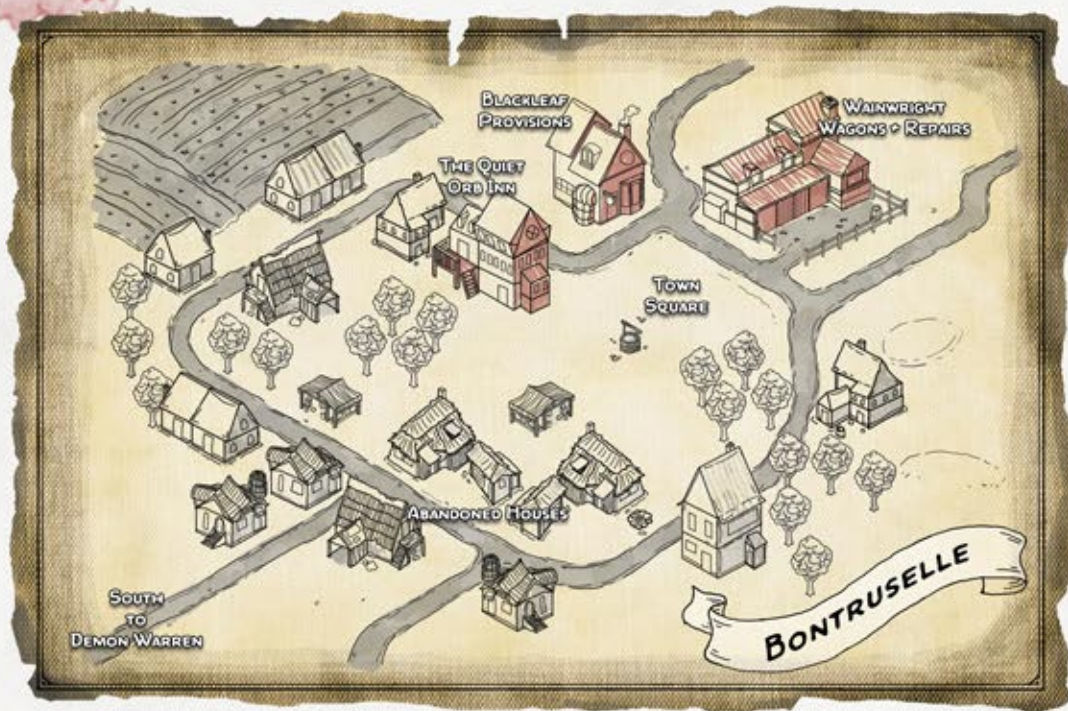
GM Note: This orb could be a magical item or macguffin, like a dormant egg of a porcelain dragon or a petrified angel heart.

WAINWRIGHT WAGONS AND REPAIRS

This squat wooden building has an open garage door where a wagon with a broken axle rests. Its proprietor is Carla Wainwright, the secret demon hunter who invited the characters to Bontruselle to begin with (Statistics on page 24). Once the characters arrive here, Carla fills them in on the details of the demon-filled complex and the task they aid her with (See "The Demon Warren" section on page 17 for details).

If asked, Carla shares the following information:

- The area around Bontruselle seems to attract demons. Normally it's just lesser demons and the rare succubus, but lately there have been stronger demons appearing. Carla suspects that something in the abandoned complex beneath Bontruselle is attracting them.
- Carla got into demon hunting from a young age. Both her parents were demon hunters who devoted themselves to keeping Bontruselle safe in secret. Unfortunately, they were both killed by demons a few years back, and Carla was forced to take up their cause.
- No one in town yet realizes the area has a demon problem, thanks to Carla's diligent nightly patrols and anti-demon wards. She worries if the town discovered the threat, Bontruselle would be abandoned and everything her parents worked towards would have been for nothing.
- One month ago, the old proprietor of The Quiet Orb Inn was killed by a succubus. While she vanquished the demon, Carla couldn't rescue Barton White in time. Only Barton's son Morton suspects that his father's death wasn't a heart attack as Carla claims. She feels awful about hiding this from him, as she is sweet on Morton White.
- Wagon making and wagon repair was Carla's family trade; a perfect cover for their secret crusade against demons. Unfortunately, with her parents gone, Carla knows almost nothing about how to build or fix wagons. She explains "I can only blame things on faulty yokes and chucks and bonnets for so long".



BLACKLEAF PROVISIONS

This convenience store sells rope, backpacks, lantern oil, hand axes, and a variety of other goods. Characters can purchase other adventuring gear here, except for items that cost more than 25 gp. (For prices, see the "Equipment" section in the Player's Rulebook).

The proprietor is Propallia Blackleaf, a grim and fatalistic female elf **commoner** in her mid-hundreds. If asked about herself or Bontruselle, she says that she came to this barren middle of nowhere village to live out the rest of her days doing something simple and useful. So far, she doesn't seem to be enjoying it.

Secrets: Propallia is a former adventurer who sold her soul to a devil in exchange for being with the love of her life. Unfortunately, her fated love died not long after the deal was made. Now she sullenly waits for her soul to be collected. If any of the characters die over the course of the adventure and none of them have any means of raising them from the dead, Propallia offers to contact her 'friend from Hell' to see if they can do anything about it. True to her word, this devil raises one character from the dead for free, provided they end the threat of the demons in the area.

TOWN SQUARE

In the center of town is a stone fountain with a statue of a water bearing woman; a relic from when Bontruselle was a bigger town. The fountain is bone dry and the statue is featureless. A handful of colourful characters frequent this fountain during the day.

Elias Croweater. Elias is an elderly male human **priest** who acts as Bontruselle's Town Elder. He speaks in a booming, profound voice but his wisdom is little more than official sounding gibberish. He tells of Bontruselle's history and glory days to anyone who will listen: He can relate much of the town specific information from the Introduction section, but he gets certain details wrong. Elias offers his spellcasting free of charge to anyone in town, provided they are willing to listen to him ramble about the town.

Glinda, Gerty, and Gilly. These three female human **thugs** are the daughters of Bontruselle's sole miller, Greg McDougal. Given that there's not a lot of wheat in the area, the three McDougal sisters are eager for work and for adventure. If approached by the characters, the three sisters offer their services as hirelings, saying they'll carry supplies and torches in exchange for a share of any treasure found. If pushed, the sisters will work for free so long as there's the promise of adventure and excitement.



THE DEMON WARREN

A quarter mile south from the village of Bontruselle is a set of rough hewn stone stairs that plunge into the earth itself. The stairs are half covered by a flimsy piece of canvas that blends into the earth of the dust-bowl well, hiding the stairs from view. The stairs descend for seventy feet before reaching the entrance to the demon warren. It is within this stone complex that the Iron Obelisk rests, where Calcifer the Weeping Wizard became a demon, and where now a horde of demons are making their home.

With Carla Wainwright, the characters now have a chance to discover the secrets of the Iron Obelisk, put an end to its magical effects, and banish the demons that dwell there.

WARREN FEATURES

The warren is humid and is filled with the foul stench of sulphur and rot. A faint bubbling sound echoes throughout the entire complex, coming from the pool of black ichor.

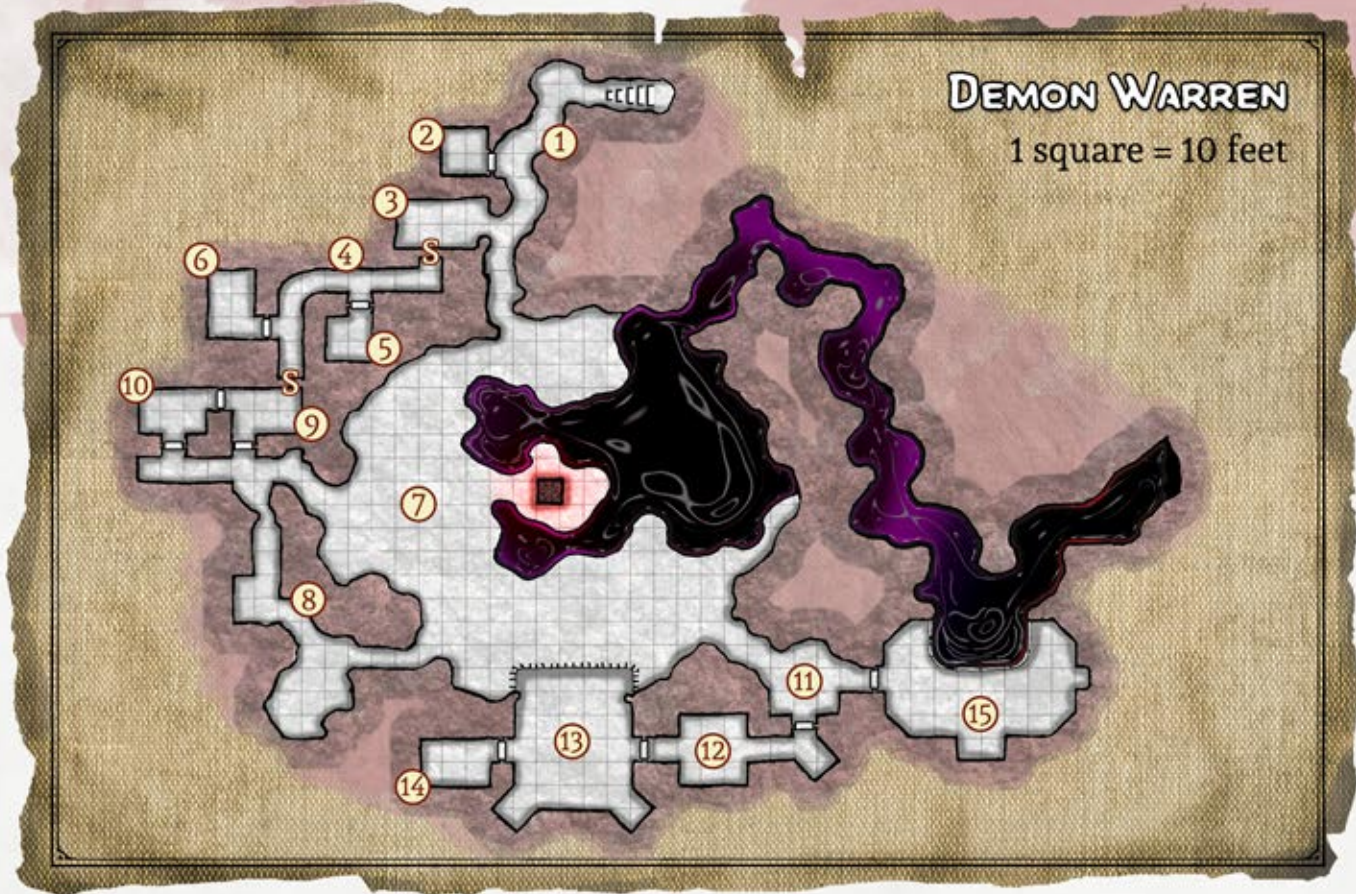
Ceilings. Tunnels are 7 feet high unless noted otherwise. Rooms have 10-foot-high ceilings, dotted with sandy roots of dead vegetation.

Doors. Unless noted otherwise, all doors are 6 feet tall, 4 feet wide, and made of six-inch-thick cut slabs of stone fitted with iron handles and hinges. The doors are low and wide-perfect for dwarves. They are all unlocked unless otherwise noted.

Walls. The walls are hewn stone of dwarven architecture, or in some areas are natural cave walls.

Floors. All floors are smooth, natural stone. Light. None unless otherwise indicated. Demons can see in the dark, and only the cultists have torches.

Secret Doors. An "S" on the Demon Warren map indicates the location of a secret door. Secret doors are made of stone and blend in with the surrounding walls. Spotting a secret door from a distance of no more than 10 feet without actively searching for it requires a passive Wisdom (Perception) score of 20 or higher, whereas a character who takes the time to search the wall can find the secret door with a successful DC 15 Wisdom (Perception) check. Secret doors swing open on hidden iron hinges and are not locked.



1. ENTRANCE TUNNEL

This rough carved passage leads all the way to the Ichor Pool Room. The inhuman laughter and conversation of demons can be heard from here, coming from the north.

Invisible Quasit Guard. A quasit invisibly hugs the shadows of this tunnel, watching for intruders. Its name is Gorp and it hates the greater demons in charge of this place. Gorp observes the characters as they enter, and if they speak aloud any plans of demon killing, Gorp comes up with a plan: It reveals itself to the most magically inclined of the characters, taking the shape of a black cat. It warns the character of the greater demons in area 7 and tells them that Gorp can lead them past the demons. Gorp plans on sticking with this one character, hoping they will kill the greater demons. Then, Gorp plans to possess the character and rule over the demon warren.

2. ABANDONED OFFICE

This cobwebbed office is outfitted with a stone desk and chair, shelves, and stone cabinets. Dusty sheets of parchment are strewn about the place.

Parchment. The sheets are notes, ledgers, and receipts from the complex's excavation and construction fifty years ago. Reading through them reveals the following information:

- The Flintfather Brothers, a dwarven mining expedition, was dousing for an underground river in the area. They happened upon an underground passage that lead to an enormous pool of black ichor, and an ancient metal obelisk.
- The expedition contacted the closest magic college for counsel. They sent Calcifer, an archmage, to investigate.
- Calcifer hired the dwarves to excavate the site and turn it into a research station for him.
- The work was almost complete when Calcifer began behaving strangely. There are notes detailing how the dwarven foreman considered moving his people out before the job was finished.

3. REST AREA

Old cots and dusty hammocks line the walls of this room. A dwarf skeleton rests against the north wall, a message in blood scrawled upon it, right beside a secret door.

Dwarf Skeleton. The skeleton is dressed in a miner's outfit. A successful DC 15 Intelligence (Medicine) check reveals the dwarf has been dead for almost fifty years, and died from excessive trauma to his chest, as if he was struck by something.

Message in Blood. The message is written in dwarven and reads "Calcifer killed us! He's not human!" It seems to be written in the dead dwarf's blood.

Secret Door. A secret door is located in the northern wall of the room, right beside the dead dwarf's message. See the "General Features" section for more information on secret doors.

TREASURE

Searching the cots and hammocks reveals a coin purse with 32 gp inside, a set of playing cards, and a chapbook titled "Pointed Ears and Crimson Beards: A Forbidden Romance" worth 8 sp.

4. CALCIFER'S HALL

This secret hallway leads to Calcifer's private rooms. Two magical spike traps are fitted into the hall, ten feet from each secret entrance.

Magical Spike Traps. A large pressure plate set into the stone floor activates an invisible magical glyph, summoning a five-foot square iron wall of spikes that snaps around like a mouse trap.

A *detect magic* spell or a successful DC 15 Wisdom (Perception) check is required to spot the trap. The pressure plate can be disarmed with a successful DC 20 Dexterity check with thieves' tools. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the iron wall of spikes swings out. Any creature in the area of it must succeed on a DC 15 Dexterity saving throw, taking 32 (6d10) piercing damage on a failed save, or half as much damage on a successful one. Once the damage is dealt, the trap magically

resets itself and is ready to spring again. This does not happen if the pressure plate has been disabled.

5. BATHING ROOM

A mildew covered tiled bathing room. A clawfoot porcelain tub rests in the center of the room, stained black with the dried residue of something foul.

Demon Tub. Calcifer used this tub to bathe in black ichor. Its repeated exposure to the stuff has animated the bathtub and transformed it into a demonic construct (Its stats are identical to an **animated armour**, but it can hold 45 gallons of liquid, or a medium sized creature). The demon tub springs back to life in the presence of living creatures. It gets a surprise attack on the first creature that comes within five feet of it.

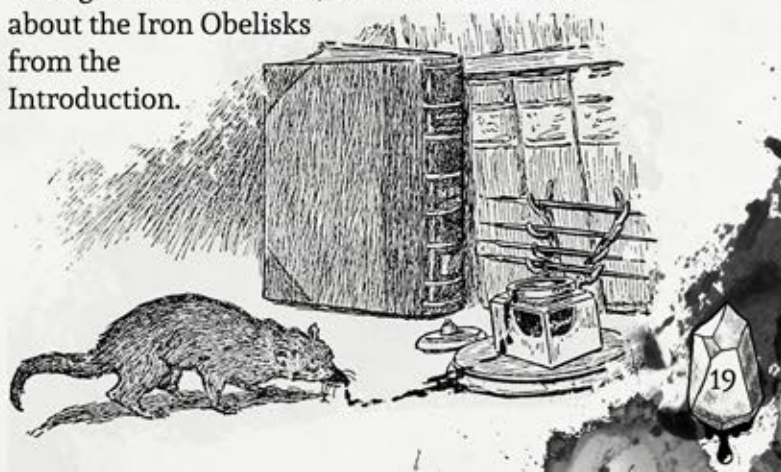
TREASURE

Searching the room reveals an ornate shaving kit (10 gp) and 1d4 + 1 bars of lavender scented lye soap worth 1 gp each.

6. CALCIFER'S STUDY

A dusty wizard's study and bedroom. Bookshelves line the walls, a wooden desk is fitted in the corner along with a single bed. Everything looks as if it has been undisturbed for years.

Books. All but 2d4 of the books on the shelves are ruined, their pages stained black with ichor or crumbling to dust when touched. The intact ones are on subjects of demonology, religious rites, behaviours of cultists, and studies of the Iron Obelisks. Spending the time to skim through these books over a short or long rest imparts much of the information about demons from the "Using Demons" section, and the information about the Iron Obelisks from the Introduction.



Calcifer's Logs. A red-bound book of notes rests on the desk. Within it are a collection of Calcifer's notes on the Iron Obelisk and his slow transformation into a demon. Reading through these notes reveals the following information:

- Calcifer Morgallus III was given the moniker of The Weeping Wizard during his time at magic college. He hates the name.
- Calcifer is obsessed with the Iron Obelisks and their effects. As the notes continue, this obsession seems more like madness.
- The more Calcifer exposes himself to the black ichor, the more his body changes and mutates. It becomes clear to him that he is becoming a demon. He believes only by becoming a demon can he truly understand the Iron Obelisk's influence.
- The phrase "It sees through me, it sees through us all" is repeated numerous times through the notes.

TREASURE

Searching Calcifer's Study reveals a golden pen set (30 gp) and *Potion of Gaseous Form* (See the Game Master's Book for details).

7. ICHOR POOL ROOM

This huge chamber has a 40-foot-high ceiling and is dominated by a pool of black ichor. At the center of the room is the Iron Obelisk. Lounging around this room are five demons, gorging themselves on ichor from the pool and laughing with each other. Three human cultists wait on them nearby.

The Demons. Five demons have laid claim to Calcifer's research station and made it into their warren. They spend their days idly filling themselves with ichor from the pool, talking to or teasing each other, and alternating between being worshipped by their assembled cult or tormenting them for fun. The demons and their personalities are as follows:

Name	Description
Fornaxus, Who Inspires Terror	A nalfeshnee and the leader of the demons. Delights in pageantry and dramatic performance.
Ruuul the Unclean	A glabrezu who makes terrible jokes and puns.
Gaul the Bile Drinker	A glabrezu and the pact-mate of Ruuul, and the only creature who thinks Ruuul is funny.
Slitherslice the Dismemberer	A marilith obsessed with separating creatures from their limbs. Sister to Megawrath.
Megawrath the Possessive	A marilith who delights in tempting mortal creatures and possessing them to commit acts of debauchery. Sister to Slitherslice.

Cultists. Three male human cultists watch over the demons, awaiting orders and instructions from their new lords and masters. Whenever a demon so much as turns in their direction they fall to their knees and grovel. If a cultist is killed or possessed by a demon, the other cultists do nothing to help.

Pool of Black Ichor. The pool is 5-feet deep at its shallowest point near the Iron Obelisk, and 20-feet deep at its deepest near the western wall of the chamber. A non-demonic creature who drinks or otherwise ingests the black ichor, or who spends a number of rounds equal to their Constitution modifier (minimum of 1) submerged or immersed in the black ichor, is subject to its effects (See the Demon Ichor Effects Table in the "Using Demons" section). The pool gives way to a stream of ichor that flows down to Calcifer's Workshop (Area 15).

The Iron Obelisk. A 20-foot-tall, five-foot-wide pillar of solid iron. The colour of iron reflecting the night sky, the obelisk's surface is covered in helix lines of demonic runes which glow an eerie red. Five to ten feet out from the base of the obelisk, black ichor bubbles up, created by the otherworldly object. Characters who touch, attack, or cast spells upon the obelisk are subject to its madness effects (See the "Madness of the Iron Obelisk" section for details).

8. UNFINISHED HALLS

These tunnels and rooms are a mix of hewn stone and natural cavern. Dwarven skeletons, all that remains of the Flintfather Brother's mining expedition, are piled in a heap in the northeast alcove. There is a single female human cultist chained up in the central square chamber.

Chained Up Cultist. The female human cultist is named Amelia Lashawn. She has been designated as food for the demons by her fellow cultists and has been chained up until they grow hungry. Amelia is not happy with the situation and has rethought her position on demons and being a cultist. If encountered, she begs to be let free. Amelia knows that the password to enter Calcifer's Workshop is "summer wind", and she'll trade this information for her freedom.

9. KITCHEN

A dingy and foul kitchen left to moulder and decay over the centuries. Searching through it reveals a large blue glass bottle untouched by age.

Blue Glass Bottle. The bottle is the prison of Emizosh the Wind Mistress, a female djinni. Uncorking the bottle frees her, and in return she offers to grant a single wish (the equivalent of a wish spell, but twisted) for a small price: the wisher's left leg. Emizosh's essence has been corrupted by the addition of black ichor to her bottle, so she is now chaotic evil in Alignment and she has no desire to cast wishes that intuitively aid or better the person making the wish.

10. SCULLERY

A terrible mess of wash bins, smashed plates, and tossed cutlery. A suit of ruby red platemail, complete with helm and visor is slumped over in the corner. Splashes of dried ichor appear all around its feet. Investigating the armour reveals it is an automaton.

Ichorgmas the Automaton. Ichorgmas is the failed creation of Calcifer; a sentient mechanical servant to maintain the complex while he works. Ichorgmas runs on demon ichor. If any creature comes within five feet of Ichorgmas, it speaks in a creaky mechanical voice "Need...ichor...please".

Pouring any amount of ichor into its open helm revives Ichorgmas, and it awaits orders from whoever revived it. See Ichorgmas' statistics in the "Monsters and NPC's" section. Much of the information about demons from the "Using Demons" section, and the information about the Iron Obelisks from the Introduction.

11. HALL OF DEMON FACES

The tunnel to this chamber slopes down at a 45-degree angle, descending 10 feet. Sliding down is easy but climbing back up requires a successful DC 15 Strength (Athletics) check. The corners of the ceiling of this chamber are carved with large stone demon faces with open mouths. The door to the west (Area 15) is locked and trapped.

Trapped Door and Demon Faces. When creatures approach the door to Area 15, the demon faces above magically speak the following: "None may enter Calcifer's Workshop until they speak the password!" To enter Calcifer's Workshop safely a character must speak aloud the password: "summer wind". The only characters that know Calcifer's password other than the archmage himself are the Seth Smythe the cult leader and Amelia Lashawn, who is chained up in Area 8.

The door's lock can be picked open with a successful DC 25 Dexterity check with thieves' tools. Attempting to open the door or failing the Dexterity check to pick the lock triggers the trap.

When the trap is triggered, the four demon faces belch out a torrent of black ichor onto any creature in the area below. A creature can make a DC 20 Dexterity saving throw to avoid being hit by the ichor. Failure causes them to be knocked prone by the force of the ichor, and they need to make an immediate roll on the Demon Ichor Effect Table (See page 8).





12. CULT LIVING AREA

This storeroom has been converted into a living area for the assembled cultists. Tables with food and numerous bottles of liquor are set up, as well as a cookpot over a fire. The room is lit by candles and lanterns strewn throughout. Two male human **cultists** wearing aprons over their robes busy themselves with cooking a meal for the rest of them. If these cultists encounter intruders, one of them fights while the other runs to get the others in Area 13.

13. CIRCLE OF WORSHIP

This area is dominated by a large demonic summoning circle drawn in blood and circled by candles. Five human **cultists** and one male human **cult fanatic** dance within the circle in reverence to their demon lords. The cult fanatic is Seth Smythe, the cult's leader and founding member. If more than half of the cultists die in combat, Seth is the first to try to flee the scene. He runs to the adjoining room (Area 14) to grab a lockbox, and then attempts to escape the demon warren.

TREASURE

Seth carries an iron key around his neck that fits a lockbox in Area 14.

14. CULTIST SLEEPING AREA

A communal sleeping area of blankets and heaps of pillows. The room reeks of sex, blood, and cheap incense. It is lit by two oil-filled braziers in opposite corners of the room. Two cultists are sleeping in this room.

Cultists. Two naked male human **cultists** sleep off the weariness of dancing in worship to their demon lords. If there is any form of commotion from outside this room they spring awake. They are unarmed and without their robes.

TREASURE

Searching the room reveals a locked iron lockbox. It can be opened with the iron key on Seth Smythe, with a successful DC 15 Dexterity check with thieves' tools or broken open with 30 points of damage. The lockbox contains the following treasures:

- 500 gp in coins.
- 200 gp in loose gemstones.
- A golden tiara with diamonds (500 gp)
- A deed to a storefront property in a town 20 miles away.

These treasures are the last of the cultists' worldly possessions, given over to Seth Smythe as a sacrifice of attachment to the material world.

15. CALCIFER'S WORKSHOP

Calcifer has locked himself away in this workshop to focus his demonic attention fully on solving the mystery of the Iron Obelisk. He watches over a pool of black. Worktables laden with arcane equipment and books surround the room. Its walls are plastered with the scrawled chalk notes of a madman.

Calcifer the Weeping Wizard. Far from his human self, Calcifer is now a fully formed demon. He regards intruders with strange curiosity, speaking to them civilly at first. If the characters attack Calcifer, disturb his worktables, or insult his intelligence in any way, he attacks ruthlessly and fights to the death (See Calcifer's statistics in the "Monsters and NPC's" section).

Ichor Pool. The pool is five feet deep and fed by the stream of ichor from Area 7. Beyond the pool the stream continues off to a lower level of the complex (See the "Conclusion" section).

Calcifer's Notes. The walls of the chamber are covered in rough notes in chalk. They are written in a mix of Common and Abyssal and they include instructions on how to destroy the Iron Obelisk with a ritual. To decipher Calcifer's notes, a character must make a DC 20 Intelligence (Arcana) check. Failure causes the character to suffer from madness (Use the Madness of the Iron Obelisk table on page 12). Success reveals the additional material components and sacred words needed to complete Carla's ritual (See "Carla Wainwright's Ritual" for details).

CONCLUSION

The adventure could conclude in a number of different ways, depending on who survives entering the demon warren.

DYING IN THE WARREN

If all of the characters die inside the demon warren there is no one left alive who knows of the threat it poses. Calcifer and the demons within eventually draw more fiends to the Iron Obelisk, causing it to open a rift to the Abyss. A demon invasion occurs, and Bontruselle is completely overrun. This invasion is now a world ending threat that your campaign world must contend with.

IF CARLA WAINWRIGHT DIES

If Carla Wainwright dies or is possessed in the warren before completing her ritual, it falls to the characters to fulfil her duties. If Calcifer is convinced the characters are friendly and interested in his research, he may volunteer to aid the characters in the ritual. This requires appealing to his humanity, and there is precious little of it left.

IF THE IRON OBELISK IS DESTROYED

If the ritual is not used and instead the obelisk is destroyed through force, it emits a tremendous shockwave strong enough to level the whole warren as it collapses. All characters in the complex must succeed on a DC 10 Constitution saving throw or be knocked unconscious. The demon warren begins to cave in. It utterly collapses in 2d4 + 1 rounds. Those caught in the collapse take 10d12 bludgeoning damage from the falling ceiling and are now trapped underground. Any demons left alive teleport away moments after the obelisk is destroyed.

If the Ritual on the Iron Obelisk is Successful Successfully completing the ritual causes the magic of the Iron Obelisk to end. Its glowing demon runes are extinguished and its iron surface corrodes, the whole thing crumbling into dust. Any demon within 100 feet of the Obelisk is banished back to the Abyss when it crumbles. The black ichor slowly begins to dry up from the source.

THE OTHER OBELISKS

One Iron Obelisk gone, five more to go. If the characters are willing, Carla Wainwright (if alive) suggests they try to track down the five remaining Iron Obelisks and destroy them too. She believes doing so will put a stop to demons appearing on the Material Plane, maybe permanently. If the characters will have her, Carla is willing to pack up and accompany them on this quest, believing that Bontruselle's demon problems are finally over. The locations of these other five Iron Obelisks is up to you and your campaign world.

APPENDIX A: ADVERSARIES AND NPC'S

This appendix details adversaries and NPC's that appear in this adventure and not in the fifth edition Core Rulebooks. The NPC's are listed in the order they appear in the adventure.

CARLA WAINWRIGHT

Carla Wainwright is a wagon maker by day, and a demon hunter at night. She protects the village of Bontruselle from the demons that keep appearing at its borders, all while trying to keep the demons and her demon slaying a secret from the sleepy village. Her parents were demon hunters before her, but after they were killed during one of their patrols, their duties fell to Carla.

Playing Carla. Carla is a woman stretched too thin. As the daughter of demon hunters she feels that protecting Bontruselle is her responsibility, no matter how much danger that puts her in. She is quick to take on too much and to work too hard, which causes her to get hurt more often than not.

CARLA WAINWRIGHT'S TRAITS

Ideal. "Responsibility. The weak can't protect themselves from the monstrosities out there, so I must"

Bond. "I love the village of Bontruselle and would give my life to protect its people"

Flaw. "I don't know when to quit, and it can get me in trouble"

CARLA WAINWRIGHT

Medium humanoid (Human), neutral good

Armor Class 15 (Studded Leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	16 (+3)	13 (+1)

Saving Throws DEX +6, INT +4

Skills Acrobatics +6, Deception +3, Medicine +7, Stealth +9, Persuasion +3, Religion +5

Damage Resistances Poison

Senses Passive Perception 13

Languages Common, Abyssal

Challenge 8 (3,900 XP)

Demon Expertise. All of Carla's weapon attacks against fiends (demons) count as magical. Any hit Carla scores against a surprised fiend is a critical hit.

Sneak Attack. Once per turn, Carla deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Carla that isn't incapacitated and Carla doesn't have disadvantage on the attack roll.

Spellcasting. Carla is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Carla has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

DEMON CULTISTS

A cult of humans was organized by the opportunistic Seth Smythe in order to serve this new cabal of demons that have appeared around the Iron Obelisk. Seth received demonic visions sent by Fornaxus, instructing him to gather eager and loyal servants who are hungry for power. Seth has done this, but also made sure to ask for all of the cultists' worldly possessions before they can be initiated.



CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (Leather Armor)
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

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

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (Leather Armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2
Senses Passive Perception 11
Languages Any one language (usually Common)
Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.





DEMONS

A motley cabal of demons drawn to the Material Plane by the Iron Obelisk. These foul creatures spend their days feasting on the abundant ichor and amusing themselves with their devoted cultists. The influence of the Obelisk has rendered them all more calm and placid than most demons are, though no less prone to cruelty.

QUASIT

The quasit, often called a “household demon” by wizards, is a tiny fiend capable of tremendous harm and misery to a single person or small community. These demons delight in scaring pets, bewitching children as “imaginary friends”, and tormenting drunks and vagrants.

Quasits are often bound to the service of evil wizards, necromancers, and telemarketers.



QUASIT

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its

statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is *invisible* with it.



SUCCUBUS/INCUBUS

The succubus is a shapechanging demon of rampant lust, carnal desire, and dark temptation. They feed on the desires of mortal creatures, visiting them in their dreams to leech away their life essence.

Succubi and Incubi are technically the same creature; one able to shift forms into the other to best suit the forbidden desires of their victims.

Because of their patient devotion to slowly sucking away the life of mortals, succubi are prized as advisers and consorts to powerful individuals. Their presence is often felt in throne rooms, marital beds, and on Spring Break.

SUCCUBUS / INCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (Natural Armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances Cold, Fire, Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 60 ft., Passive Perception 15

Languages Abyssal, Common, Infernal, Telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same

in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

DRETCH

Dretches are low-self esteem made into abyssal flesh. These relatively weak and repulsive creatures wallow in self-pity, cowardice, and bitter anger at those higher in station than them. They are the lowest on in the demonic hierarchy, and they languish in it.

Dretches plague mortals with grand imaginations and creative skill, tormenting their minds with self-doubt, anxiety, and fits of self-loathing. When an artist suddenly abandons their craft, too paralysed by perceived inadequacy, this is often the work of a Dretch.

Dretches do not perceive positive reinforcement as mortals do. Telling a Dretch that “they’re doing well in spite of everything” and “don’t give up! You can do it!” can cause 1d4 psychic damage.



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.

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.



NALFESHNEE

A hideous amalgam of boar, ape, and crow, the Nalfeshnee is a demon of indulgence and decadence. It embodies selfish and destructive desires taken to extremes. They tempt mortals to eat, drink, spend, and act selfishly to the point where they ruin their lives and the lives of those around them.

Every time a new vice or indulgence sweeps through a mortal settlement, a Nalfeshnee is often at the heart of it. Their squeals and grunts foretell the horrors of things like 'limited time only' fast food abominations.

Sages whisper that Nalfeshnee fear green and natural things. One such account tells of a young cleric repelling a Nalfeshnee from her town with a head of broccoli, but this is perhaps just a story.

NALFESHNEE

Large fiend (demon), chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 184 (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 +9, WIS +6, CHA +7

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

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.

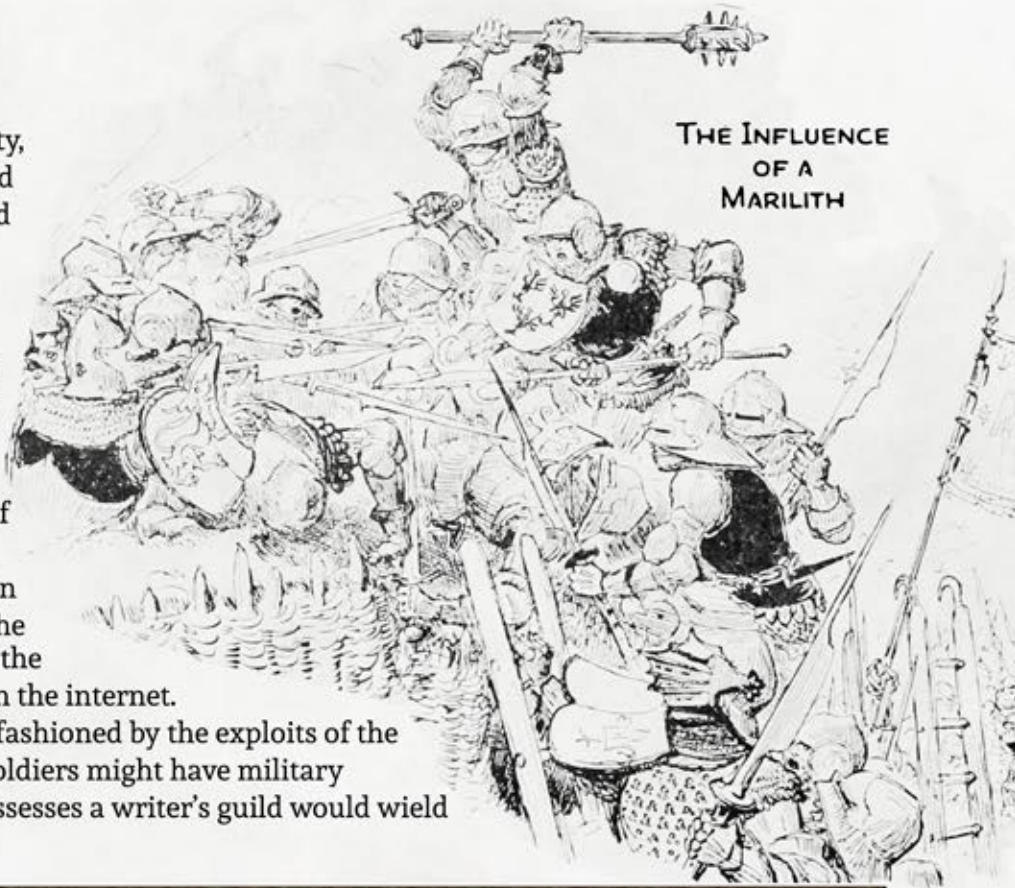
Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

MARILITH

Mariliths are demons of anger, cruelty, and unthinking rage. These six-armed abominations are part humanoid and part serpent, and are always armed with no fewer than five sharpened blades. They use these blades to dismember their opponents, striking them of their most prized body parts before killing them.

Mariliths target self-righteous mortals who use causes and claims of virtue to justify their anger and violence. Their influence can be felt in the barbaric tactics of a warlord, in the callous gaze of a violent thug, and in the passive-aggressive tweets of a nerd on the internet.

Mariliths' blades are shaped and fashioned by the exploits of the demon. A Marilith that preys upon soldiers might have military longswords, while a Marilith that possesses a writer's guild would wield sharpened quills.



THE INFLUENCE
OF A
MARILITH

MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws STR +9, CON +10, WIS +8, CHA +10

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Challenge 16 (15,000 XP)

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

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

Reactive. The marilith can take one reaction on every turn in a combat.

Actions

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

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

Reactions

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.



GLABREZU

The Glabrezu is a demon of greed and manipulation; a creature of guile, cunning, and ruthless cruelty to those less powerful than it. It's humanoid goat-like body is dominated by crustacean-like pincher arms and spines: the worst combination of surf and turf.

Glabrezu's prefer to tempt mortals with visions of wealth and fame, urging them to sell out their friends and family to achieve this. Only when a mortal has caused ruin to an entire community of people through their avarice does a Glabrezu finally feast. They are patient and conniving.

GLABREZU

Large fiend (demon), chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws STR +9, CON +9, WIS +7, CHA +7

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*

1/day each: *confusion*, *fly*, *power word stun*

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

Actions

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.



CALCIFER, THE WEEPING WIZARD

Calcifer is an Omnikruth, a new kind of demon formed from a powerful mortal arcane spellcaster. In life, Calcifer was mocked for his fragile temperament and sensitive nature. Now a demon, Calcifer weeps for the future of all humankind, for he knows that demons are truly more powerful. He truly believes that once enough demons are gathered, the mortal races of this world are doomed, and so he wallows in nihilistic despair and focuses his attention on his precious research into the Iron Obelisk.

OMNIKRUTH

Omnikruths are demon mages, twisted creatures of nihilistic despair and agonizing attention to detail. When a demon obsesses and despairs over the future, it is sometimes granted arcane insight into the universe, giving it knowledge of spells. It becomes an Omnikruth, and uses this newfound knowledge like a weapon to cause suffering to others.

Omnikruths prey upon scholars and learned folk, urging them to use their knowledge and experience like a cudgel, rather than as insight to be shared. They push for the acquisition of knowledge for no other purpose than to be used as an arsenal. Their favourite pass time is pettily pointing out spelling mistakes in online posts. The death rattle of an Omnikruth is "THEY...APOSTROPHE...AR...EE!"

OMNIKRUTH

Large fiend (demon), chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 184 (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 +9, WIS +6, CHA +7

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

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. Calcifer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Calcifer's spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, dispel magic*

3/day each: *confusion, hypnotic pattern, invisibility*

1/day each: *banishment, fireball*

Actions

Multiattack. Calcifer uses Weeping Wave if it can. It then makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d10 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (3d6 + 2) slashing damage.

Weeping Wave (Recharge 5–6). Calcifer magically emits an invisible reverberation from his face. Each creature within 15 feet of him that can see the light must succeed on a DC 15 Wisdom saving throw or be stunned for 1d4 rounds, overwhelmed with incredible sadness. 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 Calcifer's Weeping Wave for the next 24 hours.

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



ICHORGMAS THE AUTOMATON

Ichorgmas is the failed creation of Calcifer and the Flintfather Brothers mining expedition. After a cave in, Calcifer suggested that an automaton could be created to do the more dangerous excavations in the area. The dwarves agreed and Calcifer set to work building an ichor-powered construct.

Unfortunately, Ichorgmas' first actions proved to be fatal. Upon activation, it rose and strangled one dwarf to death. Calcifer shut it down and locked it in the kitchen. Now it rests there, waiting for more ichor so that it may live again.



ICHORGMAS

Medium construct, unaligned

Armor Class 18 (Natural Armor)

Hit Points 49 (8d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

Languages Common

Challenge 2 (400 XP)

Antimagic Susceptibility. Ichorgmas is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Ichor-Powered. Ichorgmas requires a minimum of 1 pint of ichor to take actions for 10 minutes. Once ichorgmas runs out of ichor, it is incapacitated. Its internal ichor vessel can hold up to 5 gallons of ichor (45 pints, 4.5 hours). When ichorgmas' ichor vessel is at full capacity, it has advantage on all ability checks, saving throws, and attack rolls.

Magical Fists. Ichorgmas' fists have been coated in residuum. Attacks made with them are considered magical.






Actions

Multiattack. Ichorgmas makes two melee attacks.







Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

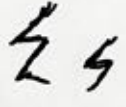
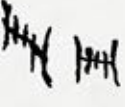


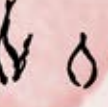


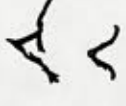
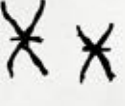

APPENDIX B: DEMONIC ALPHABET





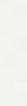
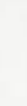
					
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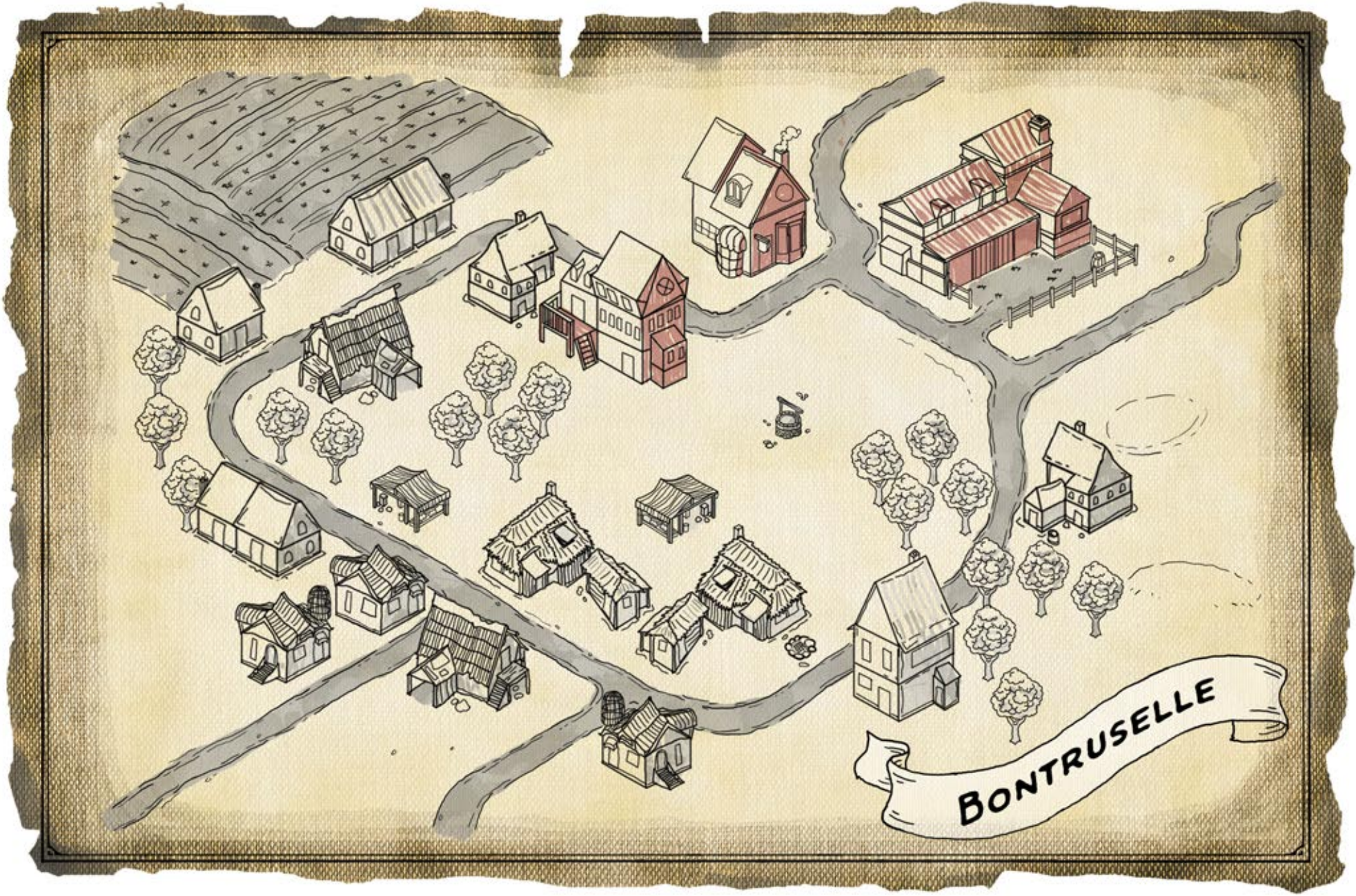
					
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BONTRUSELLE

