



# THE NINE OF HIMDAL

VERSION 2.0

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## RUNNING THIS ADVENTURE

A basic understanding of the d&d 5e core rules is needed to run this adventure. Some Gamemasters could find it useful to do some extra research on The Nine Hells and Arcanaloths but it is not required to run this module.

### ADVENTURE STRUCTURE

The adventure structure makes it so that each party can get the experience they want. As a Gamemaster, feel free to zoom in on certain parts of the adventure to tend to this need. Also, change whatever you want. You are running this adventure for your group. You know them better than I do. Feel free to change and tweak the adventure so that your group can have the maximum amount of fun.

The Adventure is structuralized in 5 parts. Each part has a tendency to focus on one of the three pillars of adventuring. (Social Interaction, Exploration, Combat)

#### ACT 1: ARRIVAL IN HIMDAL

This heavily focuses on the Social Interaction. The players get to know the NPC's and the village. It is utterly important that players get to know at least a few of the main NPC's so they will notice in *Act 3: Investigation is key*, that something has changed. But you can minimize the roleplay if this is not what your players and you, the GM, like doing.

#### ACT 2: A RUMBLE IN THE NIGHT

This can be whatever you want it to be. Feel like your players need combat? Make them appear just in time for the battle. Want to give them more exploration? Make your players find the crime scene after the Mezzoloths have fled. Want to make it more social interaction? Give your players the opportunity to save the bandit so they can question him.

#### ACT 3: INVESTIGATION IS KEY

This part of the adventure can go 2 ways. Either exploration: use the statues and the strange things happening in the village to point your players in the right direction. Or Social Interaction: Make them notice the differences in the NPC's by roleplay. You can mix this up however you like. And you, as the Gamemaster, greatly control the duration of the adventure with this Act. But don't be greedy with your clues. Make sure that there are always enough paths for the players to take and keep the story moving. You can lengthen and shorten this part by the size and obviousness of the hints that are given. Make sure to give players the important feeling that they are the detectives. And reward their merit with the puzzle pieces they need.

Because of this being a One-Shot all NPC's get switched with Doppelgangers in one night. Feel free to spread out this process over multiple nights if this rhythm would better fit your players. But make sure that the Arcanaloth has all nine NPC's when the players come to the final battle.

#### ACT 4: A DUNGEON IS FOUND

This is a classic dungeon crawl. It has the three pillars of adventure and you as a DM decide how you balance these three. Players don't have to go through all the rooms to be able to fight the Arcanaloth but it can help them with the combat puzzle in *Act 5: A ritual to stop*.

## ACT 5: A RITUAL TO STOP

This is a big Combat with a major puzzle. If you feel like the combat is going too easy, make it harder for the players by letting the Arcanaloth summon Mezzoloths. If you feel like the players are having a tough time, you can make the puzzle a bit easier or maybe even have some of the villagers help out in a creative way. The important part is that the ritual has to be stopped. However your players want to do this, is up to them.

### THIS IS A SCALABLE ADVENTURE

This adventure can be adjusted so that groups from level 5 up to level 15 can enjoy it. When an encounter or trap has to be scaled according to the party level you will find a table which shows you how. For traps the table will consist of players level, Trap DC and Damage. For Example:

#### TRAP: DINING HALL

| Party Level | Trap DC | Trap Damage |
|-------------|---------|-------------|
| 5-7         | 12      | 4d10        |
| 8-10        | 14      | 4d10        |
| 11-13       | 16      | 10d10       |
| 14-15       | 18      | 10d10       |

Encounters will mostly be scaled by the number of monsters per party level. For example:

#### ENCOUNTER: ACT 2, MEZZOLOTHS

| Party Level | Mezzoloths |
|-------------|------------|
| 5-7         | 2          |
| 8-10        | 3          |
| 11-13       | 4          |
| 14-15       | 5          |

But, you as a GM get the final decision. These tables give an estimation and can be a guide to fall back on. Ultimately you decide how tough a trap or encounter should be for your players.

### FIGURING OUT YOUR PARTY LEVEL

Each party's level can be a bit different. The base rate that has been used to set up the party level has been with 4 players of that level. For Example: a level 5 party level consists of 4 party members, of level 5. The amount of members in your party greatly influences the party level. For example: For a party of 4 level 5 players, it is recommended to use the level 5 options for scaling the adventure. But for a party of 8 level 5 players, it could be wise to use the level 6 options for scaling the adventure.

The number of party members greatly influences at which level you should scale the adventure. If you are not sure which level to pick, you can always go to: [kobold.club/fight](https://kobold.club/fight) and take a look at how many monsters your party should be able to fight.

# THE NINE OF HIMDAL

Upon their travels our mighty worthy warriors stumble upon a small village. A signpost reveals it's name to be Himdal. Arriving into town they see Half-Orcs plowing the field, children playing in the streets and a lonely fisherman's boat soothingly rocking to the motion of the ocean. An old temple stands on an island connected by a bridge to the rest of the village. As the smell of mead and fresh stew fills the evening air and the sunset hits the edge of the world. It seems that this village, Himdal, might be the perfect place for a rest.

But while our adventurers lay down to rest for the night, they will soon find out that while all seems calm and steady not all share their preference for peace. While they rest, others are restless. Working inexhaustibly to turn this world upside down.

## ABOUT

The Nine of Himdal is an adventure for level 5 up to level 15 party's. It focuses on mystery and intrigue and balances the three pillars of adventure. Giving the players lots of opportunities for social interaction, engaging them in exploration and giving them the combat a proper hero needs. The recommended run time is 8-12 hours but you can shorten or lengthen it however you see fit.

## ADVENTURE BACKGROUND

This adventure occurs in Himdal. Himdal is a rustic village located along the sword coast. It is self sustainable and often used by merchants and travellers as a short resting place. Most of its inhabitants earn their daily bread by carrying out an essential job such as farming, fishing, masonry, baking, ...

The village is governed by a council made out of the nine most influential people: "The Nine of Himdal".

## ADVENTURE SYNOPSIS

The village priest, Oliver, has been going through a rough patch lately. His daughter was taken away from him recently by the cold embrace of the sea. In a moment of faithlessness he struck the Helm statue inside his temple. By striking the statue he has found a secret passage that leads underground. Hoping to find answers that could renew his faith he dwells into a dungeon. It seems to be an old temple dedicated to the worship of Asmodeus. The temple seems abandoned except for a few Kobolds. As he gets to the last room he sees runes on the floor and an Arcane circle in the middle. As Oliver touches the circle the runes seem to light up. His Arcane energy gets sucked out of him and fuels the runes as the earth begins to tremble. Causing a slight earthquake that reveals magma as the ground breaks open. (The tremble was felt throughout the village but nobody seemed to give it much thought. But it did do some damage to the temple.) The resonating seems to create a rift right before Oliver's eyes and a weird furry creature steps out of it.

The creature resembles a fox upright on its hind legs and what ensues can only be described as an obliterating show of strength. But the creature spares Oliver's life. It decides to trap him because his soul might yet be useful. The sly fox, known to only some as an Arcanaloth, takes over Oliver's body with a Magic Jar spell. In the meantime trapping his soul for when he is ready to sacrifice it.

The Arcanaloth has made a plan to summon it's master, Asmodeus. It will make a great portal, using the runes it has found in this temple. And will have to sacrifice nine souls in a great ritual to open this portal to the Nine Hells. In Oliver's form the Arcanaloth can easily scope the village for easy prey and it has set it's eyes upon the Nine of Himdal. The council that governs the village. The Arcanaloth will try to kidnap these nine villagers and replace them with Doppelgangers. A plan set in motion The Arcanaloth is an intelligent being and has set two mechanisms into motion to help him succeed.

## A PLAN SET IN MOTION

1. The Arcanaloth is an intelligent being and has set two mechanisms into motion to help him succeed. The Arcanaloth has hidden devilish statues in the houses of the Nine. These statues have magical powers and irritate those around them. Bringing out the darkest part of peoples personalities. The Nine begin to fight amongst themselves, squabbling and bickering over the littlest of things. The Arcanaloth uses this distraction to set the villagers against each other. Making it possible for him to isolate them.
2. The Arcanaloth has shown Wrezu, the merchant, how to convert certain spices into a valuable drug that puts the user into a deep sleep. Wrezu has successfully distributed the drug all over the village. It has become so popular that Aradani, the doctor, uses it in his practice and most of the villagers have become dependent upon the drug. This dependency resulted in the villagers having to take the drug to fall asleep. The deep slumber the drug provides makes it easier for the Arcanaloth and his minions to kidnap them during the night.

Once the Nine are kidnapped the Arcanaloth will set a sacrificial ritual into motion. Offering the souls of The Nine to open a portal to the Nine Hells.

# ACT 1: ARRIVAL IN HIMDAL

## WHEN BEGINNING THE ADVENTURE, READ THE FOLLOWING.

You are a group of strong, skilled and experienced adventurers. But even the most hardened, battle tested individuals need to rest. Upon your travels you find a small village. It's peaceful, coastal and seems like the ideal place to spend a day or two recharging your batteries or tending to your wounds. As you enter the village the sun is setting over the horizon and the ocean smell has a soothing quality to it. The town seems quiet and the flickering light of burning candles makes the small houses stand out. In the centre of town you see an inn and you can hear people talking as you approach.

The players are free to walk around town, but in the evening there is not much to be seen as all the major NPC's are gathered in the inn for a meeting of the council: "The Nine of Himdal".

## THE HIMDAL INN

When the party enters the Inn, they see nine NPC's sitting around a table. Having a discussion. The Inn keep, Prantha Gelnne, will welcome the party when they enter. She tells them that they are in a meeting and the Inn is closed, looks back over the meeting table. And then decides that the meeting should end soon and they are free to choose a table. She then quickly excuses herself. With a last glance over her shoulders she informs the players that she will be back to take their order in five minutes, when the council meeting has ended.

### SEE "APPENDIX A: NPC CHARACTER SHEETS AND SOCIOGRAM"

for more info on the Nine of Himdal and how to roleplay them.

If the party chooses to try and overhear the meeting, they can do so with a *DC 10 Perception check*. They glean that the NPC's are talking about the temple. Almost everyone agrees that the recent damages to the church should get fixed except for the village priest, Oliver (who is actually the Arcanaloath). The discussion gets heated as the Arcanaloath begins to feel cornered by the other 8 council members. In an attempt to stop the discussion, the Arcanaloath will bang his fists on the table and say with a firm voice that he will hear no more of it. He is the village priest and he decides what happens with the temple. (Everybody who is in the inn hears this.) The priest then storms out of the Inn.

The other 8 members stop the discussion and disperse throughout the inn to have a drink. They take the following positions in the Inn after the meeting:

### SITTING PLACES

| NPC              | Sitting Place                         |
|------------------|---------------------------------------|
| Prantha          | Will be running around serving people |
| Galure           | Will sit at the bar.                  |
| Wrezu & Jughragh | The table at the north wall.          |
| Loinav & Sanzir  | The table at the south wall.          |
| Aradani & Fira   | The table at the east wall.           |

This gives the players a chance to interact with the NPC's and to get to know them. The NPC's are under influence of the devilish statues the Arcanaloath has hidden in their homes. These statues enlarge a certain aspect of their personality for the worse.

On the next page you can find a table that will help you to roleplay these aspects when the characters talk to the NPC's.

Give the party some time to interact with the NPC's and then let the NPC's head home for the night. It is important that the party gets to know the NPC's so they can notice that something is amiss in *Act 3: Investigation is key*. The party can sleep in the Inn if they want. During the night, "*Act 2: A rumble in the night*", occurs.

**ARADANI**  
Doctor

## THE NINE OF HIMDAL PERSONALITY TRAITS

| NPC      | Personality trait | manner of expression   |
|----------|-------------------|--|
| Galure   | Paranoia          | Galure is the village fisherman and paranoid because of his ancestry. He feels as a Half-Elf that he doesn't fit in with either the human nor elf race. This makes him weary of both humans and elves and has made him reclusive towards society. He does greatly enjoy reading for Sanzir, the female dwarf mason.  |
| Prantha  | Lust              | Prantha is the innkeeper. She has a big heart and a loving personality. The statue has taken this love and turned it into lust. She recently started seeing Jughragh, behind the back of his wife and family. Prantha knows Jughragh's family and without the influence of the statue she would never have an affair with him. Characters can catch a glimpse of Prantha, looking at or touching Jughragh in a sensual way during the meeting of the council or during roleplay in the tavern after the meeting. |
| Wrezu    | Greed             | Wrezu is a greedy gnome and the owner of the village's general store. Recently he has discovered how he can turn corn into a sleep drug. He doesn't know that the Arcanaloth is the one who led him to this discovery and is using Wrezu to distribute the drug. Wrezu will be arguing with Jughragh over the price of the corn. Trying to pay even less than he already is so he can make an even bigger profit.  |
| Loinav   | Ambition          | Loinav is the blacksmith. He is very ambitious and worships Moradin, the dwarven deity of crafting. The village has a temple of Helm but he refuses to believe in Helm. He feels that his craft isn't growing because everyone around him doesn't believe in Moradin. He will try to convert the other NPC's and the players. When the party goes to talk to him in the Inn, he is trying to convince Sanzir, his sister and the other dwarf on the council, to change patron.                                   |
| Aradani  | Lying             | Aradani is the village's Doctor. He is currently treating Fira, who fell on her hip and injured it. The statue in his house makes him lie. He actually doesn't know how to cure Fira. But will hold foot about how the old ways will heal her.   |
| Jughragh | Adultery          | Jughragh will be talking to Wrezu about the price of corn. Jughragh is the village's farmer and is having an affair with Prantha. He normally is the perfect father and husband. But lately he feels like there should be more to life than ploughing the fields.  |
| Sanzir   | Arrogance         | Sanzir is a dwarven mason. She is blind and normally feels inadequate. But the statue is making her pretentious. She will easily talk down on others and act superior. She is in a book reading club with Galure. Galure reads the books out loud for her.   |
| Fira     | Envy              | A few days ago Fira fell on her hip while she was running her bakery. This forces her to walk with a limp. Because of this she feels less attractive. Which the statue in her house is converting into Envy. She is envious of Prantha and her sexuality and knows she is having an affair with Jughragh but hasn't found any evidence yet. She will ask the party if they could find some evidence of the affair for her.   |

### LOINAV AND SANZIR BRICKBROW

Blacksmith and Mason

## ACT 2: A RUMBLE IN THE NIGHT

While the villagers and PC's are asleep, the Arcanaloth sends Mezzoloths together with Doppelgangers to kidnap the Nine of Himdal so he can start preparing the ritual. The Mezzoloths use 3 ways to travel between the dungeon and the village.

1. The hidden underground tunnel that originates from the temple.
2. A hole that can be found at the tree close to the temple.
3. The well.

Mezzoloths aren't very intelligent but the Arcanaloth is. It will have warned the Mezzoloths to make sure that they aren't followed. And will have informed them that they can only use one of the three openings to the dungeon if they are sure to not be seen.

In the meantime Wrezu's bandits are wandering the streets. Making their rounds with Wrezu's drugs. The bandits will encounter some of the Mezzoloths who are kidnapping the last NPC. The sounds of the encounter awakens the party.

### READ THE FOLLOWING

You violently awake from your sleep. As your eyes open and your senses clear you hear metal clanking on metal. A frightened scream sounds distant: "What are these... followed by a gurgling sound."

When the party goes to see what's going on they find 1 bandit fighting 4 Mezzoloths next to the village's well. The Mezzoloths have already killed 3 other bandits, whose bodies are bleeding out on the ground. The Mezzoloths will try to kill the bandit as quickly as possible and then teleport away. Going into hiding, until they are sure one of the openings to the dungeon is safe to travel through without being seen.

### ENCOUNTER: ACT 2, MEZZOLOTHS

| Party Level | Mezzoloths |
|-------------|------------|
| 5-7         | 2          |
| 8-10        | 3          |
| 11-13       | 4          |
| 14-15       | 5          |

If the characters engage in combat, the Mezzoloths will see they are outnumbered and teleport away. The Mezzoloths will try to take the bandit with them but will not sacrifice themselves to succeed.

The bandit is one of Wrezu's men. He was going home with 3 of his friends after doing his rounds, when he suddenly encountered these creatures carrying heavy bags. He thinks he saw the bags moving but he enjoys his own stash a little bit too much and sometimes the drugs make him hallucinate so he's not sure.

### IMPORTANT NOTE

From this moment on, all the PC's will be switched with Doppelgangers, and as such will act differently than before. You, as the DM, choose how to show this to your players. However, you can use the characters sheet and the sociogram in Appendix A to draw inspiration from.

When the party goes back to the Inn, they will find Prantha (read Doppelganger pretending to be Prantha) in the main room. She is trying to find cleaning supplies and will act caught when the party comes in. She will act as if nothing is going on. If the PC's take their time to investigate, they can find that one of the chairs of the inn is broken and there seems to be blood on the floor. If they take time to observe Prantha without her knowing it, they can see that she is searching for cleaning supplies in her own Inn and upon finding them she uses them to clean the blood and she takes away the broken chair. If the characters asked her what happened she says she tripped and fell on the chair and that it's her blood. But she won't seem wounded.

### PRANTHA GELNNE

Innkeep



## ACT 3: INVESTIGATION IS KEY

By now, the players should suspect something is wrong and go investigate into the village. All the NPC's from before have been swapped with Doppelgangers and therefore must be inconsistent with how you roleplayed them the previous night. However you balance this is your choice. You can make it very clear from the beginning that something is up with the NPC's or you can slowly feed your players clues. How you balance and tweak this will greatly impact the length of the adventure. However, always leave them with a clue to follow so that your players never get restless.

The Arcanaloth will be in it's dungeon preparing the ritual to open the portal to the Nine Hells. When the players go around the village, this is what they can find:

### 1. THE HIMDAL INN

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Prantha's Inn will be empty during the day. There is a basement where provisions are kept and where Prantha has her bedroom. In Prantha's bedroom, behind her wardrobe, there is a locked door (DC 10 Investigation check). If they pick the lock (DC 12), they will find a room lined in red leather. Handcuffs hang from the ceiling with chains and multiple whips can be found. A large **magical statue** stands in this room, depicting an incredibly attractive young woman. 6 ft. tall, dark and sexual. Wearing a thin black dress that engulfs her sensual form. Upon investigating the statue with a DC 12 Investigation or Perception, the PC's can find small horns in the hair. And with a DC 15 religion check, the statue can be identified as Fierna, an archdevil and the Lady of Plegethos. She rules the fourth layer of the nine hells and is known for her short-temper and "party-girl" attitude. On the statue a rune is written. It is the **rune for lust**. As shown in *Appendix B: Runes of Himdal*.

The statue makes Prantha feel sexually confident. This room is used by her and Jughragh.

### 2. ARADANIS HEALING HANDS

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Aradanis practice is similar to those of the plague doctors from the middle ages. He uses blood-letting to treat his patients. The only odd thing in his practice is an aquarium with a **snail** in it. The snail has a small house which resembles the village temple. It was a gift from Oliver, the priest. The snail leaves a foul stench and upon further inspection characters can see that it has a mouth with teeth. Aradani has only had the slug for a couple of weeks and doesn't pay any attention to it. If the characters succeed in a DC 15 Intelligence check, they can see that the slug resembles Baalzebul, the lord of lies. He was once a celestial who fell and is now the Archduke of the seventh layer of the Nine Hells. The Snail can't be killed by mere violence. If a player decides to step on it or attack it, describe it as a flubber that's too elastic to get hit by physical attacks. Dispel magic is needed for it to be destroyed. On the snail a rune is written. It is the **rune for dishonesty**. As shown in *Appendix B: Runes of Himdal*.



Aradani has some of Wrezu's drugs in his cabinet. He uses it to make his patients sleep before doing a blood-letting. Aradani also has a book on the Nine Hells in his private chambers. He is curious about his heritage and hopes to find more in the book. The book gives basic info about the Nine Hells and the Archdevils within it.

### 3. BURNINGSON FARM

The Farm is the village's primary source of food. Jughragh and his sons usually tend the fields while Jughragh's wife milks the cows, feeds the chickens and cooks for Jughragh and her children. She will welcome visitors and offer them some tea made from their own herbs. She feels like Jughragh has been distant lately. This morning he even fully ignored her. Didn't say a word. On the fields stand a dozen scarecrows. Neither of them seem particularly effective, except for the one in the center. It's a **magical statue** as a Detect magic spell reveals. The true identity of the statue is hidden by Illusion magic. A creature with Truesight or the spell True Seeing casted upon it sees the following: A pit fiend, with massive, bat-like wings, clawed extremities and fangs that drip green, smoking venom. With a DC 15 Religion check, the statue can be identified as Bel, The former lord of Avernus, the pretender, the betrayer. On the scarecrow a rune is written. It is the **rune for adultery**. As shown in *Appendix B: Runes of Himdal*.

#### JUGHRAGH BURNINGSON

Farmer

### 4. MORADINS ANVIL

Players can buy basic adventuring equipment in the blacksmith. The Doppelganger, pretending to be Loinav has no clue what the prices really are and is guessing how much it should be. Next to the more mundane items lies **one golden ring**. It's a ring of fire resistance. On it, the emblem of Helm, an upward gauntlet with an eye on it, can be found. The ring is cursed. Making its wearer afraid of fiends, and yugoloths. If a PC wears this, he/she will become frightened when seeing one of The Mezzoloths or the Arcanaloth in its true form. At that point the wearer will perceive the Arcanaloth or the Mezzoloths as Mephistopheles, ruler of the eight layer of Hell. Mephistopheles is a 9ft. tall fiend with crimson skin, white eyes, red irises and pupils. He has long, black hair and broad leathery wings. He has curling horns, and sharp talons, all of the deepest red and sooty black scales. With a DC 15 Religion check the PC's can identify the image as Mephistopheles, the Lord of No Mercy. Ruler of the eight layer.

### 5. WREZUS WARES

Wrezu's general store is a small shop with beautiful ornaments and fine linen. No one can be found in the store as the Doppelganger who is supposed to act as Wrezu is asleep in his bed. A weird aroma fills the air in the general store. The smell of buttered corn and strange spices becomes stronger as the characters move towards the front desk.

The wall behind the frontdesk is fake. And behind it, 6 bandits can be found who are cutting the drugs and adding herbs to it. They're packaging it to sell tonight.

In Wrezu's private chambers the doppelganger is asleep.

Next to the bed with the Doppelganger in it stands a **marble statue of a Yuan-Ti**. One of its scales has a hidden pressure activated button. Which can be found with a DC 12 Investigation check. Revealing a chest inside the Yuan-Ti statue with the **rune for greed**, as shown in *Appendix B: Runes of Himdal*. The chest can be opened with a DC 12 lockpick. But as soon as someone other than Wrezu touches the gold inside it, the gold changes into the form of a creature with a serpent lower body and a muscular humanoid upper body. The creature has the stats of a Yuan-Ti Pureblood and can be identified (DC 15 Religion) as Mammon, the lord of the third layer of the Nine Hells, known for his greed. It will attack the party. When the party leaves the room the chest turns back into its original form.

#### WREZU FELBEN QUOMOP ORUJIN

Merchant

## 6. SANZIRS HOME

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Sanzirs home is filled with books. But other than that it represents a typical dwarven home. She has paintings of herself with Loinav in a big family of dwarves. Their parents used to work the mines and gathered enough coin for Loinav and Sanzir to learn a skilled profession. Loinav chose to become a smith and Sanzir became a mason. The tools she uses for her trade can be found at her home. Even though she is blind, Sanzir is very capable. On the kitchen table the players can find a scale model she has made of how she would restore the temple. It is finely made with a great eye for detail and much respect for the history the temple holds. The whole house is very neat and tidy, but somehow she didn't clean up after herself when making the scale model. It looks like she stopped in the middle of it.

Sanzir has multiple walking canes. **One of the canes** emits a magic aura. The top of the cane has a small statue on it. A succubus, with small horns, a forked tail and leathery wings made out of copper. The statue resembles Glasya, The daughter of Asmodeus and ruler of the sixth layer of the Nine Hells. (DC 15 Religion) Glasya is known for her arrogance and talking down to beings she deems as lesser.

On the bottom of the cane is a rune written. The **rune for arrogance** as shown in *Appendix B: Runes of Himdal*.

**FIRA CORNWALLIS**  
Baker

### **GALURE CROMELON**

Fisherman

## 7. FISHERMAN'S HUT + DOCK

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Galure lives here. He grows his own crops and makes sure the village has all the fish it needs. Galure has no pictures of family in his house. He doesn't know his family. The only thing he knows is that one was human and the other an elf and that neither of them cared enough to stay for him. This makes him bitter. To pass the loneliness Galure paints and reads a lot. But most of his work tends to be full of anger.

A large, **metal statue** lies at the end of the docks. The metal is largely corroded from lying in the water. Galure has found it while fishing. The statue is magical and is making Galure paranoid. The statue resembles Dispat, the ruler of the second layer who is known for his paranoia. (DC 15 Religion)

On the statue a rune is written. It is the **rune for paranoia**. As shown in *Appendix B: Runes of Himdal*.

## 8. THE BAKERY

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Fira owns the bakery. It is currently closed as Fira has injured her hip. A **statue** of Geryon is hidden in the bakery. With a DC 15 Investigation check and a DC 15 Religion check it can be found and identified as Geryon, The former lord of the fifth layer of the Nine Hells, who was replaced by Levistus. Geryon is envious of Levistus and is scheming to take back his place.

On the statue a rune is written. It is the **rune for envy**. As shown in *Appendix B: Runes of Himdal*.

## 9. THE TEMPLE

An old temple stands along the shore with a big tree and a graveyard next to it. Patches of dirt lie amongst the graveyard. **A group of Kobolds are digging under the church.** They dig towards the graves and look for valuables in these graves. But now and then they dig too far up and create a hole on the surface. Such a hole has been made between the roots of the tree. With a DC 10 Investigation check, players can find the hole that seems to fit a small creature.

Two great wooden doors hold the entrance to the temple. The doors have been fit with a metal casting of the holy symbol of Helm. It is a great gauntlet, with in the middle, an eye. The Arcanaloath, currently disguised as Oliver, has taken over the temple. People are welcome to visit and pray. When the characters enter the temple The Arcanaloath will welcome them. It will pray with them and share stories about Helm and the importance of the temple.

When players inspect the temple they can find **parts of the roof destroyed**. The Arcanaloath says that it is from a lightning strike but no one in town can remember a lightning strike in the previous weeks. In truth the damage is from when Oliver Cromwell, the village priest found a secret passage which led him to the dungeon. There he opened a mechanism that tore a rip between this realm and the Nine Hells.

Oliver fought the Arcanaloath but didn't win. After its victory, the Arcanaloath used the Magic Jar spell to take over Oliver Cromwell's body. The villagers plan on refurbishing the temple but the Arcanaloath does not want this. The discovery of the dungeon would jeopardize his plans for opening a portal to the Nine Hells.

The temple has 9 statues of Helm. With each statue a part of Helms dogma is written on the wall.

### DOGMA OF HELM

#### Statue Writing

- 1 Never betray your trust.
- 2 Be vigilant.
- 3 Stand, wait and watch carefully.
- 4 Be fair and diligent in the conduct of your orders.
- 5 Protect the weak, poor, injured, and young, and do not sacrifice them for others or yourself.
- 6 Anticipate attacks and be ready. Know your foes.
- 7 Care for your weapons so they may perform their duties when called upon. Careful planning always defeats rushed actions in the end.
- 8 Always obey orders, providing those orders follow the dictates of Helm.
- 9 Demonstrate excellence and purity of loyalty in your role as a guardian and protector.

### PUZZLE

The last statue, number 9 is the largest one. It holds a "Mace of Terror". With an investigation check, DC 10, the party can see that **the statue has been moved recently**. Moving the statue takes a DC 20 STR check. With a detect magic or truesight spell one can find magical writing on the last statue. In magical script there is written:

*Only by losing false faith, one may find the true blessings of the world. Strike the hand that feeds but do so profoundly and with terror.*

If the statue gets hit with the mace of terror that it is holding, it moves out of the way. Revealing a winding staircase that goes downward into the dungeon beneath. A hallway can be found at the end of the stairs which leads to 1. Picture of Asmodeus in Act 4: A dungeon is found.

### OLIVER CROMWELL

Priest

## ACT 4: A DUNGEON IS FOUND

The dungeon used to be a temple to Asmodeus. Later it was inhabited by Kobolds. Now the Arcanaloath is using the dungeon and the Kobolds for its own plans.

It has three entryways:

1. The hidden underground tunnel from the temple. Which leads to the hallway that opens to *1. Picture of Asmodeus*
2. A hole that can be found at the tree close to the temple. Kobolds have dug to far, creating an opening to *5. Workshop*
3. The well. Players can swim from the well finding an opening which leads to *4. Cavern*

### 1. PICTURE OF ASMDEUS

In this hallway a canvas of Asmodeus is framed. Characters who look at the picture see the following image:

#### READ THE FOLLOWING

“ As you look at the picture you can see flames. The flames seem to move and almost burn your face. Through the blistering heat you can see a four horned devil. He looks you in the eyes and for a moment you can feel the immense power emitting from this creature. He reaches out his hand.”

The player must make a DC 15 Charisma saving throw. When the character fails the save it reaches out towards the hand. Touching it. For a moment it's mind turns blank as it feels it's body turning warm. It is enjoying the flames. The character is immune against fire but has disadvantage against charisma saving throws for the next 1d6 hours.

### 2. DINING HALL

This room used to be a dining hall. Now it is filled with little bones. Upside down tables stand in the centre of the room. Rope has been spun between the table legs to dry various meats. The corpses of small rodents hang from the ropes. Whatever meat these animals held, has all been plucked from their bones. A fire burns in the corner. Presumably to smoke the meat.

#### ENCOUNTER: ACT 5, DINING HALL

| Party Level | Mezzoloths | Kobolds |
|-------------|------------|---------|
| 5-7         | 1          | 2       |
| 8-10        | 2          | 2       |
| 11-13       | 3          | 2       |
| 14-15       | 4          | 2       |

Depending on the party level there are a number of Mezzoloths sitting by the fire and 2 kobolds in the room running around, trying to capture a Homunculus to eat. The Homunculus was created by the Arcanaloth granting it eyes in the dungeon. If the party decides to save the Homunculus from the Kobolds then it will go with them. The Homunculus will telepathically alert the Arcanaloth of the party's presence. Making it impossible for them to surprise the Arcanaloth.

#### TRAP

A trap lurks in this Dining Hall. Where the room meets the tunnel that leads to room 3 and 4, there is a pressure plate. Characters can spot the pressure plate with a Trap DC Perception check. When a medium or larger creature steps on the pressure plate, a mechanism releases rocks from a hidden mining tunnel. The characters must make a Trap DC Dex Saving Throw. Taking bludgeoning Trap damage on a failed save or half as much on a successful save.

| Party Level | Trap DC | Trap Damage |
|-------------|---------|-------------|
| 5-7         | 12      | 4d10        |
| 8-10        | 14      | 4d10        |
| 11-13       | 16      | 10d10       |
| 14-15       | 18      | 10d10       |

### 3. TREASURE HOARD

The room is filled with treasure. Or what Kobolds value as treasure. Most of it is small sculptures, but 1d4 100gp gems can be found. And 3 Magic Items. (Roll on the Magic Item Table C on page 145 of the Dungeon Masters Guide.)

#### TRAP

A string is strung in the doorway to this room. It is placed high enough so that small creatures, such as the Kobolds, don't trigger it.

When the string is struck clay pots fall from the ceiling in a 10 foot radius. Inside the clay pots are acid worms. The characters inside the radius must make a Trap DC Dexterity Saving throw. A creature takes Instant acid damage on a failed save and half as much on a successful save.

When a character fails the save then the worms will have enough time to crawl in-between their armor. While the worms are burrowed inside the armor a character takes acid damage per minute. A character has to doff his or her armor to completely remove the worms.

| Party Level | Trap DC | Instant Damage | Damage per Minute |
|-------------|---------|----------------|-------------------|
| 5-7         | 10      | 2d10           | 1d6               |
| 8-10        | 12      | 2d10           | 1d8               |
| 11-13       | 14      | 4d10           | 1d10              |
| 14-15       | 16      | 4d10           | 1d12              |

### 4. CAVERN

Water fills the middle of this cavern. The water leads to the well in the town. 1 Kobold named Nom stand watch here. When he sees intruders he will shout "Ka-Yeeth". Warning the other Kobolds. However Nom has one weakness. Nom really enjoys sweets. If the characters try to buy Noms silence with candy, he will gladly stay quiet as long as he has sugary delights to fill himself with.

### 5. WORKSHOP

The Kobolds are being used to make weapons in this workshop. You see them panicky running from their station back to a wall, where a huge sword diagram is displayed. Each station is in turmoil. Crooked handles, dull and bent sword blades and irregular pommels litter the place. Clearly they are not cut out for this type of work. The kobolds are overseen by a Shield Guardian while they are working. The Shield Guardian attacks the party when it sees them. The shield guardian is magically bound with the Arcanaloth. The Arcanaloth might call the Shield Guardian to itself in the final battle if the Shield Guardian isn't already dead and the Arcanaloth is in trouble.

#### ENCOUNTER: SHIELD GUARDIAN

| Party Level | Shield Guardians |
|-------------|------------------|
| 5-10        | 1                |
| 11-15       | 2                |

### 6. EGGS + BARRACKS

The Kobolds have made their beds in this room. Hay lays in the middle of the room with eggs on it. 6 Kobolds can be found sleeping around the eggs. If they are awakened they become very aggressive. Shouting and making noise so that the other Kobolds and the shield guardian from room 5 come help them.

#### TRAP

The eggs in the hay are fake. The real eggs are tied to the ceiling with ropes. The fake eggs, when touched, explode. Spreading a slimy liquid in a 20ft. blast radius. The liquid is corrosive. Characters need to make a Trap DC Dex saving throw. And take acid Trap damage on a failed save, half the amount of damage on a successful one.

The slime gets on the character's armor. Corroding the metal, -1 to AC. This only affects heavy and medium armor that has metal in it.

| Party Level | Trap DC | Trap Damage |
|-------------|---------|-------------|
| 5-7         | 12      | 2d10        |
| 8-10        | 14      | 2d10        |
| 11-13       | 16      | 4d10        |
| 14-15       | 18      | 4d10        |

## 7. ARCANALOTH CHAMBERS

These sleeping chambers hold a bed, a reading chair, a desk and a small workshop. The surface of the desk holds a number of vials, flasks, an hourglass and a set of notes.

With an Investigation check, DC 12, notes of Conjuratun magic can be found. On the notes a nonagon is drawn with a cage at the end of each of the nine corners. Next to the cages the names of the Nine of Himdal are written. (This shows how the NPC's will be placed in the cages in 9. Final Battleground and Act 5: A Ritual to stop. And can help the players to solve the Combat Puzzle.)

The workshop accommodates various materials for smithing and crafting. An inscribing table is also present. With an investigation check, DC 14, a player can find scrolls tucked away in one of the drawers. The language is Fiendish and the notes don't make any sense. The notes are coded. Upon closer inspection, and with an Arcana check of DC 20. The notes reveal mind-influencing magic...

In the notes The Nine Of Himdal are linked with Runes. Each rune represents an Archdevil as seen in the Devil's Linked Table.

### DEVILS LINKED

| Rune | Meaning    | NPC      | Devil          |
|------|------------|----------|----------------|
| 1    | Greed      | Wrezu    | Mammon         |
| 2    | Gateway    | Oliver   | Asmodeus       |
| 3    | Adultery   | Jughragh | Bel            |
| 4    | Lust       | Prantha  | Fierna         |
| 5    | Paranoia   | Galure   | Dispater       |
| 6    | Ambition   | Loinav   | Mephistopheles |
| 7    | Dishonesty | Aradani  | Baalzebul      |
| 8    | Envy       | Fira     | Geryon         |
| 9    | Arrogance  | Sanzir   | Glasya         |

This room has 2 sets of double doors in it. The doors are radiating heat and a creature touching a door gets 1d10 fire damage. The doors are locked and need a key to open. Above each door stands the same riddle:

**"Two bodies in one, the longer I stand, the faster I run."  
Answer: Hourglass**

In the room stands an hourglass. The hourglass when turned shows a key inside it. This key can be used to open either one of the double doors. Behind lies a desert of lava. After each door a 55ft. bridge spans to a platform in the lava. If the characters go through either one of these doors they find themselves in 9. Final Battleground and Act 5: A Ritual to stop starts.

## 8. MEZZOLOTH AND DOPPELGANGER CHAMBERS

A few self made beds stand in the room. Look on the Encounter Table for how many Mezzoloths and Doppelgangers are asleep in this room. They attack the players when awakened.

### ENCOUNTER: ACT 5, MEZZOLOTH AND DOPPELGANGER CHAMBERS

| Party Level | Mezzoloths | Doppelgangers |
|-------------|------------|---------------|
| 5-6         | 1          | 1             |
| 7-9         | 1          | 2             |
| 10-11       | 2          | 1             |
| 12-13       | 3          | 2             |
| 14-15       | 4          | 2             |

## 9. FINAL BATTLEGROUND

The final battleground is a desert of lava with a few slabs of marble on it. In the middle, a nonagon stands on a higher platform. On it are Nine cages with the Nine of Himdal inside the cages. In the centre of the nonagon is a circle with the Arcanaloth on it. The Arcanaloth is chanting and repeating rhymes as the party enters. The ritual has been started. From the slabs in the lava runes become visible as they glow with bright colours. And from the crystals above the cages magical shields come forth. Protecting the Arcanaloth as it attempts the ritual. See: Act 5: A ritual to stop on how to run this final encounter.



## ACT 5: A RITUAL TO STOP COMBAT PUZZLE

Across the lava nine slabs with runes on them can be found. These Nine Runes each resemble a personality trait. Which is linked with the behaviour of an Arch Devil and that of an NPC. For example: The first rune is that of greed. The Arch Devil of greed is Mammon. And a statue of Mammon could be found in Wrezu's private chamber. Wrezu also acts Greedy because of the statue influencing his mind. If the players have found the Rune in Wrezu's chamber or found the Arcanaloath's notes in his table with the Devil's Linked table then they know which Rune on the ground would connect to the crystal on Wrezu's cage.

Each rune clicks when a medium creature stands on it. And each rune connects to a crystal. These crystals form force fields which centralise into a circular shield for the Arcanaloath. No damage, spells or matter can move through it from the outside. But the Arcanaloath can cast spells through the shield from the inside. Creatures cannot move through the forcefields. A medium creature has to stand on a rune, which will deactivate the crystal associated with that Rune. As long as they are standing on that rune one piece of the protective barrier will turn off as the crystal switches off. 1 rune = 1 crystal turns off = 1 Force field deactivates. But the Arcanaloath is smart and has created the shield in a way that the magic can overcome 1 deactivated crystal (= force field). But the magic is not powerful enough to cope with two crystals who stand next to each other being deactivated. That becomes a bridge too far. When 2 force fields next to each other deactivate the magic cannot overcome the shortage in power and the protective circle disappears. Leaving the Arcanaloath vulnerable for attacks.

You can use the color code on your DMs version of the battle map to easily know which runes are linked to which crystals. If the players stand on one rune and deactivate one crystal describe to them how the force field that goes toward the protective circle shuts off. And that this creates a momentary flicker in the magic of the protective circle. As there was an opening for a second but the circle was able to overcome it's loss of power. When the players deactivate a second crystal that is not next to the first crystal they deactivate, describe to them that the protective circle flickers but still is able to overcome that distance. And when they deactivate two crystals next to each other describe to them how the protective circle isn't able to overcome the distance in this power shortage and disappears.

This combat puzzle is the first element that makes this combat unique but there is a second part to this combat that makes it interesting and highly tactical. You can read it in Combat Development.

### DEVILS LINKED

| Rune Meaning | NPC      | Devil          | Deactivates Line |
|--------------|----------|----------------|------------------|
| 1 Greed      | Wrezu    | Mammon         | Purple           |
| 2 Gateway    | Oliver   | Asmodeus       | Yellow           |
| 3 Adultery   | Jughragh | Bel            | Orange           |
| 4 Lust       | Prantha  | Fierna         | Blue             |
| 5 Paranoia   | Galure   | Dispater       | Brown            |
| 6 Ambition   | Loinav   | Mephistopheles | Red              |
| 7 Dishonesty | Aradani  | Baalzebul      | Green            |
| 8 Envy       | Fira     | Geryon         | Pink             |
| 9 Arrogance  | Sanzir   | Glasya         | Grey             |

### COMBAT DEVELOPMENT

The Arcanaloath stands inside a small circle. As long as the Arcanaloath is inside the circle, each round the machine will activate one cage. The life force of one NPC will be leached out. Once all the nine cages are activated; the machine will pull all these life forces, opening a portal. Which takes 10 rounds in total. 1 Round per cage activation + 1 round to open the portal. You can slow down the process by getting the Arcanaloath out of his circle. If the Arcanaloath is outside of the circle on initiative count 20 then no cage will be activated. If the Arcanaloath gets into the circle again then each round on initiative count 20 the ritual will pick up where it left off.

So these two combat mechanisms can be used by players to put the combat in their favour. But can highly work against them. It is important as the DM, to clearly describe to them how their actions influence the mechanisms so that they can figure out how the combat works in time before the Arcanaloath finishes the ritual.

### PLAYING THE ARCANALOTH

The Arcanaloath is a highly intelligent creature. It will try to keep the characters at bay. When things go sour he will try to summon the Shield Guardian to help him if it is not dead already. But the Arcanaloath can also summon other Yugoloths as an action. To keep things simple always let the Arcanaloath summon a Mezzoloth. It will use the Mezzoloths it summons to keep the character busy or to step on the runes, to deactivate 1 shield at a time. So that the Arcanaloath can move back to its circle if it has been dragged out of it. Use the terrain to your advantage as Arcanaloath and also don't be afraid to teleport to an open space when needed. The Arcanaloath would not kill the player characters. It would merely keep them unconscious and keep them as a welcoming gift for Asmodeus.

Depending on the party level, look for the right stats of the Arcanaloath in *Appendix C: Arcanaloath Stat Blocks*

| Party Level | Arcanaloath |
|-------------|-------------|
| 5-6         | CR 7        |
| 7-10        | CR 9        |
| 11-12       | CR 12       |
| 13-15       | CR 15       |





## CONCLUDING THE ADVENTURE

The adventure ends when the party saves the villagers and defeats the Arcanath. The villagers will praise the party but can't afford much to give. They can however throw a big feast for their heroes. You can end the adventure with a great banquet given in honor of the players where they can drink, eat, gamble, play games, ...

If you are running this adventure inside a bigger campaign, feel free to put some plot hooks at the end of the adventure. Maybe more rifts to the Nine Hells are opening? Or maybe one of the NPC's has a quest for your players. A relative in need or some long lost family treasure?

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We would also like to express great appreciation to those who helped us. Thank you to those who playtested. Thank you to those who helped with spelling and grammar. Thank you to those who helped with balancing game mechanics. And thank you to those who stood by our side while we were in the process of creating this.

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# APPENDIX A: NPC CHARACTER SHEETS AND SOCIOGRAM

## LOINAV BRICKBROW

*Male, Hill Dwarf*

**Description** 205 years old with red curls and golden brown eyes. He's 4ft. tall and carries a big belly. His face is mostly covered with his big beard that's tied together with leather straps.

**Occupation** Blacksmith

**Personality** He likes wearing fancy hats, talks a lot and loves mysteries.

### ROLEPLAYING INFORMATION

Loinav worships Moradin, the Dwarven god of crafting and he wants Sanzir, his sister, to do the same. The priest, Oliver, a worshipper of Helm knows this and this creates conflict between the two.

## JUGHRAGH BURNINGSON

*Male, Half-Orc*

**Description** 62 years old. Bald and blue eyes. Rugged green skin. Over 6ft. tall.

**Occupation** Farmer

**Personality** Jughragh is proud of his farm. He feeds the village with the hard work he and his sons daily do. He dabs in herbalism and also sells some of his herbs and corn to Wrezu.

### ROLEPLAYING INFORMATION

He and Aradani, the doctor, often argue if a patient should be treated with herbalism or with medicine. This creates a conflict between the two.

Jughragh also sells his herbs and corn to Wrezu but does not know that Wrezu uses these to make drugs. He thinks that Wrezu >just likes the smell of the herbs and sees him as a friend.

## OLIVER CROMWELL

*Male, Human*

**Description** 57 years old. Brown hair and balding. Green eyes and wears a robe with Helms Sigil on it.

**Occupation** Priest

**Personality** Oliver is a very caring and compassionate person. His body is possessed by the Arcanloth and his soul trapped in a jar.

### ROLEPLAYING INFORMATION

Oliver and Loinav are in conflict because of the gods they worship. But Oliver usually turns the other cheek. Although he firmly believes that the village should believe in Helm.

Oliver recently lost his daughter as she was swept away by the current of the sea. This made him question his faith as he could not understand why Helm would do this to him. When the party adventures Oliver he will take this as a blessing of Helm and his faith will be renewed.

## PRANTHA GELNNE

*Female, Halfling*

**Description** 70 years old. Blond hair with white tips. She is small and doesn't wear shoes. On her left foot she has a tribal tattoo.

**Occupation** Innkeep

**Personality** Prantha is very polite but firm when it comes to the rules in her Inn. She likes things to be clean and doesn't like it when groups make too much more. She is not afraid of conflict and will tell her mind frankly. Lately her mind is being influenced and she has become more flirty. She is sometimes surprised by her new party-girl attitude.

### ROLEPLAYING INFORMATION

Prantha is having an affair with Jughragh the farmer.

## WREZU FELBEN QUOMOP ORUJIN

*Male, Forest Gnome*

**Description** Wrezu is 236 years old, small build and white skin. He smells strongly of herbs.

**Occupation** Merchant

**Personality** Wrezu sees himself as the most important person in town and can act condescending to others. He is greedy and will try to haggle for everything.

### ROLEPLAYING INFORMATION

He buys herbs and corn from Jughragh, the farmer, which he uses to make drugs. This is why he smells. He sells the drugs all around town. His biggest client is Aradani the doctor. Who uses it in his practice.

But Wrezu is also a racist and hates the fact that Aradani is his biggest client. If anything goes wrong in the village, he will be quick to point a finger towards the Tiefling.

## SANZIR BRICKBROW

*Female, Hill Dwarf*

**Description** 150 years old, Brown hair and green eyes. Sanzir is blind and uses a walking cane.

**Occupation** Mason

**Personality** She is very independent even though she's blind and can't stand it if people try to help her. She loves story's and has created a little book club with Galure. Galure reads the story's out loud for her.

### ROLEPLAYING INFORMATION

Sanzir has become arrogant because of the statue on her walking cane. She will act as if she is superior to others because she so greatly overcame her handicap.

## FIRA CORNWALLIS

*Female, Human*

**Description** 44 years old, silver hair, brown eyes. She has a piercing in each ear.

**Occupation** Baker

**Personality** Fira is quiet and keeps to herself. She believes that one should not speak if one doesn't have anything meaningful to say.

### ROLEPLAYING INFORMATION

She is being treated by Aradani, the doctor, for a hip injury. She knows that Prantha and Jughragh are having an affair and condones this.

## GALURE CROMELON

*Male, Half-Elf*

**Description** 18 years old. Blue eyes and fishermans hat.

**Occupation** Fisher

**Personality** Galure is ashamed of his race. He is the only Half-Elf in the village. He doesn't like humans because they used to pick on him when he was a kid.

### ROLEPLAYING INFORMATION

Galure has become very paranoid of humans. He does not trust Fire and Oliver.

He is in a book club with Sanzir and reads the books aloud for her.

## ARADANI

*Male, Tiefling*

**Description** 52 years old. Bald, grey eyes and an athletic build. Purple skin, horns and a tail. Aradani wears glasses.

**Occupation** Doctor

**Personality** Aradani is competitive. He knows that his practice is out of date and that herbalism has become the new trend right now. Recently he has been lying to himself and his clients as a desperate attempt to believe that he still knows what he is doing. He has been treating Fire but not much has come of it. The hip doesn't seem to heal.

### ROLEPLAYING INFORMATION

He resents Jughragh for trying to help people with his herbs. He is the one in the village that helps people.

He buys a drug from Wrezu which makes his patients fall asleep. Which makes it easier for him to do his work. He doesn't like that he needs Wrezu's help to keep his clients happy.

He is treating Fira, the baker for her hip injury.



# THE NINE OF HIMDAL SOCIOGRAM

# APPENDIX B: RUNES OF HIMDAL

# APPENDIX C: ARCANALOTH STAT BLOCKS

## ARCANALOTH CR7

*Medium fiend (yugoloth), neutral evil*

- **Armor Class** 15
- **Hit Points** 70(10d8 + 20)
- **Speed** 30 ft., fly 30 ft.

| STR        | DEX        | CON        | INT        | WIS        | CHA     |
|------------|------------|------------|------------|------------|---------|
| 17<br>(+3) | 12<br>(+1) | 14<br>(+2) | 20<br>(+5) | 16<br>(+3) | 17 (+3) |

- **Saving Throws** Dex +4, Int +8, Wis +6, Cha +6
- **Skills** Arcana +12, Deception +8, Insight +8, Perception +6
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons
- **Damage Immunities** acid, poison
- **Condition Immunities** charmed, poisoned
- **Senses** truesight 120 ft.
- **Languages** all, telepathy 120 ft.
- **Challenge** 7 (2,900 XP) *Innate Spellcasting.* The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:  
  
At will: alter self, darkness, heat metal, invisibility (self only), magic missile

**Magic resistance.** The arcanaloth has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The arcanaloth's weapon attacks are magical.

**Spellcasting.** The arcanaloth is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +6 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

### SPELLS PREPARED

#### Level Spells

|             |   |
|-------------|---|
| Cantrips    | fire bolt, mage hand, minor illusion, prestidigitation      |
| 1 (4 slots) | detect magic, identify, shield, Tenser's floating disk      |
| 2 (3 slots) | detect thoughts, mirror image, phantasmal force, suggestion |
| 3 (3 slots) | counterspell, fear, fireball                                |
| 4 (3 slots) | banishment, dimension door                                  |
| 5 (2 slots) | contact other planes, hold monster                          |

### ACTIONS

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Teleport.** The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

## ARCANALOTH CR9

*Medium fiend (yugoloth), neutral evil*

- **Armor Class** 16
- **Hit Points** 84(12d8 + 24)
- **Speed** 30 ft., fly 30 ft.

| STR        | DEX        | CON        | INT        | WIS        | CHA     |
|------------|------------|------------|------------|------------|---------|
| 17<br>(+3) | 12<br>(+1) | 14<br>(+2) | 20<br>(+5) | 16<br>(+3) | 17 (+3) |

- **Saving Throws** Dex +5, Int +9, Wis +7, Cha +7
- **Skills** Arcana +13, Deception +9, Insight +9, Perception +7
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons
- **Damage Immunities** acid, poison
- **Condition Immunities** charmed, poisoned
- **Senses** truesight 120 ft.
- **Languages** all, telepathy 120 ft.
- **Challenge** 9 (5,000 XP) ***Innate Spellcasting.*** The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:
  - At will: alter self, darkness, heat metal, invisibility (self only), magic missile

***Magic resistance.*** The arcanaloth has advantage on saving throws against spells and other magical effects.

***Magic Weapons.*** The arcanaloth's weapon attacks are magical.

***Spellcasting.*** The arcanaloth is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

### SPELLS PREPARED

| Level | Spells |
|-------|--------|
|-------|--------|

|             |   |
|-------------|---|
| Cantrips    | fire bolt, mage hand, minor illusion, prestidigitation      |
| 1 (4 slots) | detect magic, identify, shield, Tenser's floating disk      |
| 2 (3 slots) | detect thoughts, mirror image, phantasmal force, suggestion |
| 3 (3 slots) | counterspell, fear, fireball                                |
| 4 (3 slots) | banishment, dimension door                                  |
| 5 (2 slots) | contact other planes, hold monster                          |
| 6 (1 slot)  | chain lightning   |

### ACTIONS

***Claws.*** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

***Teleport.*** The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

***Variant: Summon Yugoloth (1/Day).*** The yugoloth attempts a magical summoning. An arcanaloth has a 40 percent chance of summoning one arcanaloth.

A summoned yugoloth appears in an unoccupied space within 60 feet of its summoner, does as it pleases, and can't summon other yugoloths. The summoned yugoloth remains for 1 minute, until it or its summoner dies, or until its summoner takes a bonus action to dismiss it.

## ARCANALOTH CR12

*Medium fiend (yugoloth), neutral evil*

- **Armor Class** 17
- **Hit Points** 104(16d8 + 32)
- **Speed** 30 ft., fly 30 ft.

| STR        | DEX        | CON        | INT        | WIS        | CHA     |
|------------|------------|------------|------------|------------|---------|
| 17<br>(+3) | 12<br>(+1) | 14<br>(+2) | 20<br>(+5) | 16<br>(+3) | 17 (+3) |

- **Saving Throws** Dex +5, Int +9, Wis +7, Cha +7
- **Skills** Arcana +13, Deception +9, Insight +9, Perception +7
- **Damage Resistances** cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
- **Damage Immunities** acid, poison
- **Condition Immunities** charmed, poisoned
- **Senses** truesight 120 ft.
- **Languages** all, telepathy 120 ft.
- **Challenge** 12 (8,400 XP) *Innate Spellcasting.* The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:

At will: alter self, darkness, heat metal, invisibility (self only), magic missile

**Magic resistance.** The arcanaloth has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The arcanaloth's weapon attacks are magical.

**Spellcasting.** The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

### SPELLS PREPARED

#### Level Spells

|             |   |
|-------------|---|
| Cantrips    | fire bolt, mage hand, minor illusion, prestidigitation      |
| 1 (4 slots) | detect magic, identify, shield, Tenser's floating disk      |
| 2 (3 slots) | detect thoughts, mirror image, phantasmal force, suggestion |
| 3 (3 slots) | counterspell, fear, fireball                                |
| 4 (3 slots) | banishment, dimension door                                  |
| 5 (2 slots) | contact other planes, hold monster                          |
| 6 (1 slot)  | chain lightning   |
| 7 (1 slot)  | finger of death   |
| 8 (1 slot)  | mind blank  |

### ACTIONS

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Teleport.** The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

**Variant: Summon Yugoloth (1/Day).** The yugoloth attempts a magical summoning. An arcanaloth has a 40 percent chance of summoning one arcanaloth.

A summoned yugoloth appears in an unoccupied space within 60 feet of its summoner, does as it pleases, and can't summon other yugoloths. The summoned yugoloth remains for 1 minute, until it or its summoner dies, or until its summoner takes a bonus action to dismiss it.

## ARCANALOTH CR15

*Medium fiend (yugoloth), neutral evil*

- **Armor Class** 18
- **Hit Points** 160(20d8 + 60)
- **Speed** 30 ft., fly 30 ft.

| STR        | DEX        | CON        | INT        | WIS        | CHA     |
|------------|------------|------------|------------|------------|---------|
| 17<br>(+3) | 12<br>(+1) | 16<br>(+3) | 20<br>(+5) | 16<br>(+3) | 17 (+3) |

- **Saving Throws** Dex +6, Int +10, Wis +8, Cha +8
- **Skills** Arcana +14, Deception +10, Insight +10, Perception +8
- **Damage Resistances** cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
- **Damage Immunities** acid, poison
- **Condition Immunities** charmed, poisoned
- **Senses** truesight 120 ft.
- **Languages** all, telepathy 120 ft.
- **Challenge** 15 (13,000 XP) *Innate Spellcasting.* The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:

At will: alter self, darkness, heat metal, invisibility (self only), magic missile

**Magic resistance.** The arcanaloth has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The arcanaloth's weapon attacks are magical.

**Spellcasting.** The arcanaloth is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

### SPILLS PREPARED

#### Level Spells

|             |   |
|-------------|---|
| Cantrips    | fire bolt, mage hand, minor illusion, prestidigitation      |
| 1 (4 slots) | detect magic, identify, shield, Tenser's floating disk      |
| 2 (3 slots) | detect thoughts, mirror image, phantasmal force, suggestion |
| 3 (3 slots) | counterspell, fear, fireball                                |
| 4 (3 slots) | banishment, dimension door                                  |
| 5 (3 slots) | contact other planes, hold monster                          |
| 6 (2 slots) | chain lightning   |
| 7 (2 slots) | finger of death   |
| 8 (1 slot)  | mind blank  |
| 9 (1 slot)  |   |

### ACTIONS

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Teleport.** The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

**Variant: Summon Yugoloth (1/Day).** The yugoloth attempts a magical summoning. An arcanaloth has a 40 percent chance of summoning one arcanaloth.

A summoned yugoloth appears in an unoccupied space within 60 feet of its summoner, does as it pleases, and can't summon other yugoloths. The summoned yugoloth remains for 1 minute, until it or its summoner dies, or until its summoner takes a bonus action to dismiss it.