



SOUL DEVOURER



5TH EDITION ADVENTURE

ENTER THE BOWELS OF HELL TO RETRIEVE YOUR PRECIOUS MORTAL SOUL

MONKEYDM

SOUL DEVOURER

SOUL DEVOURER IS A DESCENT INTO HELL ADVENTURE DESIGNED FOR 3-6 LEVEL 18 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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Plot Hook

While the adventurers are calmly moving throughout town, they get approached by a particularly weird-looking, young man. He looks incredibly rich, dressed in expansive robes and plenty of golden jewelry matching the attire. His beautiful blue eyes and long blonde hair would make for an incredibly beautiful face, and yet he looks very sleepless and stressed. He asks them if they are adventurers and mentions that he is DEEPLY in need of help.

CHAPTER 1. SELL YOUR SOUL

In which the adventurers find out about some devilish dealings.

1.1. THE GOLDWRIST

GM NOTE: Although this entire adventure is centered around a noble by the name of Jayme Goldwrist, in case you are playing this one-shot as part of an on-going campaign, feel free to replace Jayme with any NPC the party has previously met and is of noble background. This can help them feel closer to the story, while also opening them up to a longer story.

The man the party has met during the Plot Hook will give them a rendezvous at an expansive bar called the Dawnheart, telling them to ask for "Goldwrist's Room". Upon hearing this information, ask characters proficient in History to make a **DC 18 (Intelligence) History check**. On a success, they instantly remember the name, knowing it as the family name of one of the richest families in the entire country.

If, before the man leaves, the party asks him if he is from that family, he smiles and says "Not for long, I don't think so." He then asks them to hurry, as he has to do something before they meet up.

He then hands them a bag with 20,000 gold, telling them to get the materials they might need for... rough circumstances.

GM NOTE: With their newfound gold, encourage the players to go shopping for any spell materials or items they may need. If they don't spend any of the gold, they might get in a pickle...

Once the party has shopped for all the necessary materials, send them on their merry way towards the Dawnheart. You may proceed to the next chapter.

1.2. LAST MEAL OF OPULENCE

Read this:

'As you arrive within the premise of the Dawnheart, you quickly get mesmerized by this bar. You are unsure of how much a usual visit would cost, but it looks ravishing, with green grass surrounding a front porch adorned with beautiful glass tables, leading to a double front door, leading to a well-lit inside, with beautifully-dressed waiters and staff, clean white cloths placed on tables and foods of, you gather, very rare origin. You walk to the front desk, where a server hears your suggestion and begins leading you to a side-chamber, divided by what look to be large glass doors, adorned with curtains that are quickly dragged, as to hide you and the young man from everyone on the other side of this chamber. Once there, you find a large, circular table, with glasses and rare bottles of wine. You sit down to find Jayme sitting in silence. He gestures for you to sit down, before servers come in with a small menu of sorts.'

The noble will explain to the party that he will treat them to this meal regardless of what they choose to do, but as far as he's concerned, this is his last meal of opulence, so he will enjoy it to his fullest. As they are in one of the world's most expensive abodes, the meals are all filled with faint magical capabilities. They can choose one at random from the following table, or pick the one which sounds the best, without telling them the effects.

d6 Meal

1 **Hero's Plate.** The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 5 days.

2 **Yeti Meat Melange.** The creature gains advantage on all (Strength) Athletics checks and Strength saving throws. Whenever they make a melee weapon attack, they may roll their weapon damage twice. This can only be done once per turn. These benefits last for 5 days.

3 **Abberant Eyes Alfredo.** The creature cannot roll below 15 on any (Wisdom) Perception or (Intelligence) Investigation check. This benefit lasts for 5 days.

4 **Shambling Salad.** Whenever the creature would take lightning damage, it instead restores hit points equal to the damage taken. This benefit lasts for 5 days.

5 **Minotaur Memory Mascarpone Mix.** The creature becomes immune to the *maze* spell and it makes all (Intelligence) History, Religion and Nature checks at advantage. These benefits last for 5 days.

6 **Fire Elemental Fettucini.** The creature becomes resistant to fire damage. In addition, each time they take fire damage, their weapon and spell attacks deal an additional 3d6 fire damage for 1 minute. These benefits last for 5 days.

Once they are enjoying their meals and drinking some fine wines, The noble will take in a deep breath, before finally introducing himself as Jayme Goldwrist.

JAYME GOLDWRIST

Information: Jayme Goldwrist is the heir of the Goldwrist family. His great-grandfather, James Goldwrist the 3rd, is the source of the family's wealth. They are incredibly rich in gold and make enchanted jewelry, as far as everyone else knows. He feels conflicted having found out his family's secrets and will do anything to relieve himself of their dirty fortunes.

Once he introduces himself, read this:

'You watch as Jayme stands up, cleans himself up, then begins fidgeting with his hands. "So... I guess it is time to present myself, as well as why you are all here. Listen, I know you. I've read a few things about you. I know you are incredibly capable adventurers. And believe me, if I had an alternative for this... I wouldn't muddy your day, but I require aid." The young man begins to shiver, as he reaches into his pockets, taking out a small gold coin and a notebook, placing them on the table. "I found these in my father's possessions after he died. And I would love to not believe it... But I'm afraid it's true. See that coin there? That's my grandfather's soul in there. And the dastardly journal... It's written by my grandfather. He sold his soul to a devil he found in an underground necropolis of sorts. And that is why we've been rich ever since. But I can't let that happen. Apparently, this coin isn't just his soul. He sold OUR souls. My father's soul, my soul after that, all of our souls are doomed to go to the worst lairs of hell, only because of all this gold. And I want to change that. Will you help me?" With that, Jayme sits down, clearly mortified with fear.'

Jayme will continue to discuss the terms of the contract with the adventurers once more. He'll tell them that, by what his grandfather wrote down in the notebook, if they are ever separated from that coin, they will begin having misfortune. And that if the coin is to be gone, all their gold will soon be taken from them. He wants to give all his gold away and get rid of this. In his opinion, no gold is worth being sent to hell. In case the party doesn't believe him, he'll tell them to cast anything they wish on the coin, or even attempt to flip it. This will reveal it as a *soul coin*.

Although he is the owner of the coin and will have bad luck upon departing from it, Jayme will choose to give the soul coin to the party, hoping they can make it to the devil that made this deal with them, break the curse and free him.

If the party attempts to cast a *remove curse* spell on either the coin or Jayme, the spell will reflect, dealing 10d8 necrotic damage to the creature who cast the spell.

SOUL COIN

Wondrous item, very rare

A simple golden coin, slightly larger. On one side, it seems to have writing in infernal. On the other, a crude picture of a frog.

The coin has 10 charges. As an action, a creature can choose to flip the coin, expanding one charge. When flipped, roll 1d6. On a 1-3, you cast *invisibility* on yourself. On a 4-6, you cast *suggestion* on one creature within range. Additionally, you may expand 3 charges to re-roll any attack, ability check or saving throw within 30 feet of you, whether it is made by you or any other creature.

Curse: While the person who sold their soul for the coin doesn't have it in their possession, that person instantly fails all ability checks, attacks and saving throws. If the person who has their soul inside the coin dies and has no children, the effects of the coin fade. If they have a child, the child now becomes the target of the coin's curse.

With the coin in hand, Jayme will tell the party to begin making their way towards the place where his great-grandfather made the deal. He will tell them that the path to the destination has been detailed to by his grandfather within the notebook, and so they should be on their way.

You may proceed to the next chapter.

1.3. ON THE PATH

With the notebook in toe, the party should now begin to move out towards where the notebook leads them. In order to reach their destination, they must first choose one person in charge of reading the notebook's instructions. This person must first make a **DC 25 (Intelligence) Investigation check** to properly read the symbols and writings, as they seem to be written in a pretty old and disorganized way. On a failure, the journey is heavily elongated, taking twice the time it usually would.

GM NOTE: The rest of this chapter details a possible means of doing travel, but in the case that you are bringing this quest as part of a long-running campaign, feel free to elongate it by having the travel elongated and with multiple encounters! Also, in the case the party attempts teleportation, they have no object belonging to that particular area, but they might be successful and land there. In that case, proceed straight to chapter 2.

On the whole, without failing the initial check, the journey should take 3 days. As the journey takes them through the desert, each creature that does not have resistance to fire damage must make a **DC 15 Constitution saving throw** or receive 1 point of exhaustion. In addition, each day, one creature chosen as the scout must make a **DC 20 (Wisdom) Survival check** to guide the party. On a failure, everyone must make another **DC 15 Constitution saving throw** or receive 1 point of exhaustion. Lastly, ask one player to make a **DC 20 (Wisdom) Perception check** each day. On a failure, roll on the random encounter table. Once they've had 1 combat encounter, you can ignore the others, as to be able to keep this entire adventure down to 1 session.

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MAP 1: CANYON ENCOUNTER



1d4 Encounter

- 1 The party is surprised by 2d8 +2 **bulettes** that come up out of the earth looking for a snack. (map 1.)
- 2 The party is stuck in a sandstorm. They must roll against exhaustion one additional time.
The party enjoys a lovely day of sun, although they feel watched from a distance. In the dunes, scouts from a nearby sand village are hiding and watching them.
- 3 The party is attacked by the spirits of the desert, and they encounter **4 fire elementals** and **4 air elementals**. (map 1.)

Once the appropriate number of days have passed, proceed to the next chapter.

CHAPTER 2. EVERYTHING IS GOLD

In which the party discover what they were looking for

2.1. GATES TO HELL

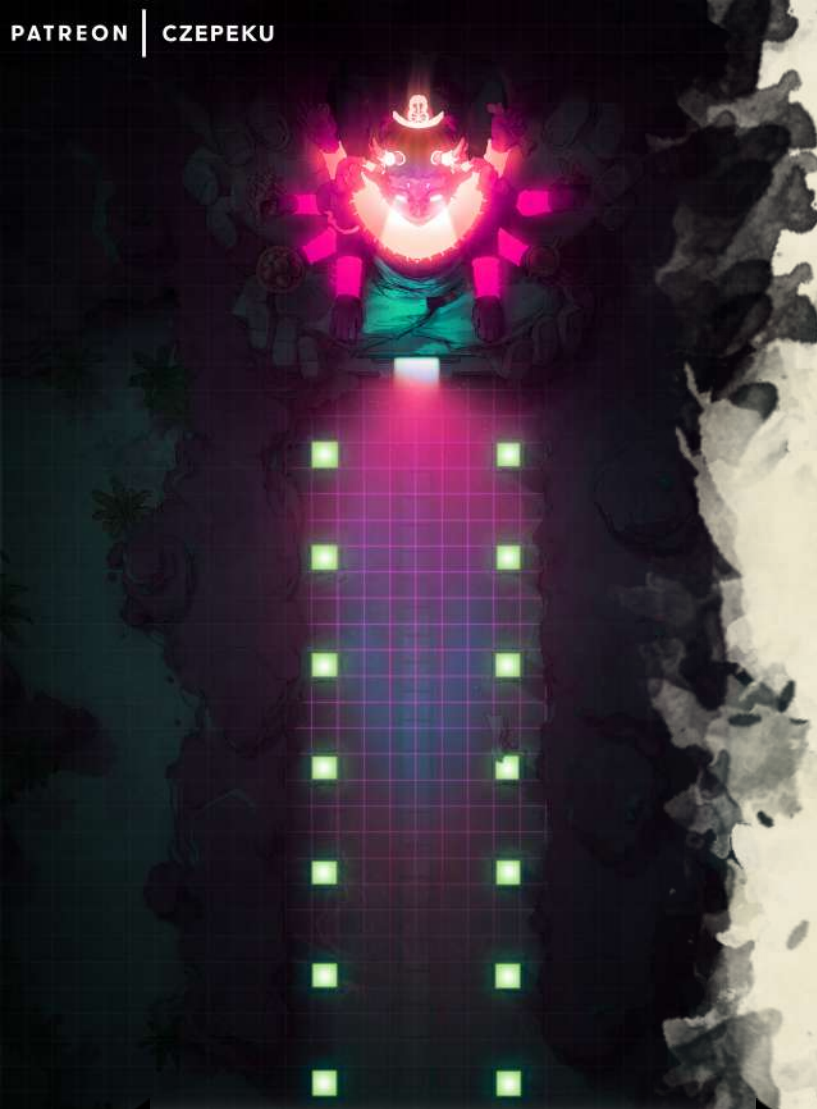
Read this:

'After your fair share of travel, more or less an easy journey, you finally arrive by the side of a mountain that looks very similar to that detailed within the writings of the long-dead Goldwrist. Perhaps... You are in the right spot. You get nearer and nearer and when you loop around to its side, you see it. Night as it may be, it shines with an unnatural coloration, colorful and... strangely alit. But you are sure, this is where you were meant to be... At least hopefully.'

The party has now arrived at the "Gates to the Hell's Tax Office" (map 2). Nothing seems out of the ordinary at first, aside from the large glowing idol in the distance. When they walk past the shining pillars, they can investigate them with **DC 20 (Intelligence) Investigation checks**. On a success, they spot small names and drawings of other humans on the pillars. One reads "Taraneth Starcaller", the other reads "Silvia Orianne Ollaworkar" and a few other names that have been washed away by dust and time.

GM NOTE: If you so wish, place some other names of people that would have sold their soul here, maybe even NPCs the party already knows, if you are playing this in an on-going campaign. It's all up to you. Maybe the party will even seek out these poor unfortunate souls (yes, from that song) and try to help them become free.

When the party arrives in front of the door, read this:



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MAP 2: HELL'S ENTRANCE

'You watch as a blinding light penetrates through the door, leading straight into you. You cannot see anything beyond it, but you begin to hear a small dragging sound. Before you know it, a small bowl appears in front of you out of the door, on the ground. In it, a singular small note, written in infernal.'

The note writes "A king for a king, an eye for an eye, a soul for a soul. Passage requires baggage, we're only sold to gold. If one must buy his way in, his heart must he weigh in." This small riddle must be solved by the players, in that things of importance must be given for their souls to pass into hell. If any of them places Jayme's soul coin into the bowl, they'll hear a funny impish voice saying "That is way for one, what about others?". The party can choose to buy their way in by trying with things of importance or even gold! As for the prices of their souls in gold, consider taking alignment into account, with good souls worth more than neutral and neutrals more than evil.

GOLDEN GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

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

Saving Throws Con +9
Skills Athletics +10, Perception +4
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages understands the language of its creator but can't speak
Challenge 11 (7,200 XP)

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

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

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

Shinning Shimmering Splendor. The golem's coins refract light, making it difficult for those around him to perceive their surroundings. Each creature that ends its turn within 10 feet of the golem must make a DC 15 Constitution saving throw or have disadvantage on Dexterity saving throws until the start of their next turn.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 6) bludgeoning damage.

Bury In Gold (Recharge 5-6). The golem targets a 10 foot cube within 60 feet of him. All creatures within that cube must make a DC 17 Dexterity saving throw. On a failed save, the golem buries the targets in gold, dealing 20 (4d8) bludgeoning damage, grappling and restraining them. The creatures buried in gold also can't breath and must use their action to make a DC 19 Strength (Athletics) check to escape. On a success, the creature takes half damage and isn't buried.

Creatures can dig the creature out of the gold using their action, requiring no skill check.

If at any point the players attempt to walk in without paying, the idol will begin shaking and soon it will begin puking gold in 3 separate piles, which will quickly form in 3 **golden golems**, which the party must fight. Once they are defeated, an imp will come through the door, saying that this pays their way in. He then guides the party through the door.

Proceed to the next chapter.



Golden Golem

2.2. RIGHT OF PASSAGE

Read this:

'As you make your way through the door, you find yourself in front of a flight of stairs, which descends low below ground, with the same neon light guiding you downwards, continuing. At the base of this continuing stairs you can only see the outline of water, alongside a robed figure on a boat. You quickly descend, to find the cloaked figure await on top of a small rowboat, with a smile upon its face. "Pay for your journey?" He asks, in a crooked voice.'

If the party has previously fought the golems, the imp comes down and tells him to just let the party onto the boat. If they haven't fought the golem, he will hold his hand out and ask for a soul coin. Once he receives it, he'll take it, take the party on the boat and begin sailing.

Once he begins sailing, read this:

'This devilish figure begins rowing the boat with strength you wouldn't expect, as it does seem to have quite the crooked and weakened body, and yet, it moves you through the wading water, leading you down a rocky tunnel of sorts, until you finally find yourself going through a neon-colored entrance way. Past a wall, you can hear the loud sounds and cackles of numberless devils and within a short while, the ferryman arrives with you within Hell's Tax Office.' (map 3)

You may proceed to the next chapter.

2.3. SCOUTING THE SURROUNDINGS

Once the players take their first step within the tax office, read this:

'You take your first step out of the small rowboat and instantly all sounds stop. Silence overtakes the chamber, then it all starts again, with fiends laughing and counting crazily. You then hear a large, booming voice coming from the figure in the back of the chamber. "Welcome, adventurers! Have you a need for a loan?" The figure then begins chuckling underneath its breath, puffing out smoke every few seconds or so from its massive cigar.'

AREAS OF HELL'S TAX OFFICE

1 - THE ROWBOAT

If asked to lead the party back, the ferryman will agree, saying that this is his curse and his duty. Any player may make a **DC 26 (Wisdom) Insight check** to try and discern the creature's nature, discovering he seems to be humanoid underneath the robes.

GM NOTE: You may wish to tie this in to future storylines if this one-shot is part of the campaign, but this ferryman is the first human to sell his soul. Use this if you wish.

2 - THE THREE-HEADED STATUE

Read this:

'Looking briefly at the statue, it looks ordinary, but the more you pay attention to it, the more you begin to feel something... scare you. You begin to hear a low, telepathic growl in your head.'

3 - THE ACCOUNTANTS

If the players gaze to their sides, they see imps, chained to their desks, working mindlessly. They may make a **DC 16 (Wisdom) Perception check** to listen in and hear the imps talking about stupid beings who made stupid deals or "greed overtaking the Redroofed City".

4 - THE LOCKED DEMONS

With a **DC 25 (Intelligence) Arcana or Religion check**, a creature can notice that the two beings on top of the pillars seem to look vaguely like **Nalfeshnee...** Not so vaguely, after a few minutes. Just like the dog at the entrance, they look to be turned to statues, but partly alive.

5 - THE DESK

When the players approach the desk, read this:

'You take a few steps towards the desk and watch as the large devil floating above it looks at you with its three fiendish eyes. It smiles, then begins speaking. "Aaaah! Adventurers! I've heard so much about you all. But I must say, I never expected you to walk within my very own abode to ask... for a deal! I must say You surprise me... What is your reason for being here? If I finish up a deal with you, my lord will be so delighted!"'

The desk is adorned with large golden coins, a scale and a few other pieces of paper.

GM NOTE: In this following section, the party interacts with a smart and charismatic devil. The path laid out before you is the one most likely to be taken, but be sure to shift to your player's creativity! If they come up with a solution you didn't initially expect, consider it before dismissing it outright.

The party must now discuss with a Greed Devil about giving back Jayme's soul. Although initially reticent, saying that Jayme is a "goldmine" his mind can be changed with a **DC 25 (Charisma) Persuasion check**. If instead the party attempts to intimidate or deceive the devil, this will have no effect.

Upon being persuaded into giving back the soul, he will say that "a soul must be given in return" and will ask for the party to give one of theirs. If they refuse, he'll say there isn't any deal on the table. If they accept, he'll hand them a coin, which will take in their soul.

If he is attacked or stolen from at any point during the discussion, he will begin combat. The party will have to fight him (**greed devil**) and two **bone devils**. If they fight and kill him, they may proceed to chapter 3.2.

6 - THE BONE DEVILS

In the same way that two nalfeshnee and a cerberus are part of the architecture, so too are two **bone devils**. These, although silent, can be seen moving by party members with a passive Perception above 17.

Once the party has interacted with the greed devil, whether they struck deals or not, proceed to the next chapter.

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MAP 3: HELL'S TAX OFFICE



CHAPTER 3. TO HELL AND BACK

In which the party attempt to return home.

3.1. DEALBREAKERS

If any character sold their soul to the greed devil, read this:

'As you begin to walk away, the greed devil behind you begins to cough, as if trying to catch your attention. "I... am sorry. By nature, I am a beast of greed. One soul is good, but the more the merrier. I think I'll make sure I get the more." He then emerges into the chamber, past his pillars, licking his lips, ready for a fight.'

If no deal was struck, read this:

'As you begin to walk away, the greed devil behind you begins to cough, as if trying to catch your attention. "With no deal struck, adventurers... You are more harm than help. And I can't have that happen." He then emerges into the chamber, past his pillars, licking his lips, ready for a fight.'

The party must now fight a **greed devil**, alongside **2 bone devils** that emerge from the walls.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the greed devil takes a lair action to cause one of the following effects; the greed devil can't use the same effect two rounds in a row:

- The cerberus at the gate begins to howl with unprecedented volume. All creatures must make a **DC 16 Constitution saving throw** or be stunned until the end of their next turn.
- The greed devil summons the gold and souls from the Tax Office, forming a shield around him. For the following round, the greed devil has +5 to his AC.

Once the greed devil is defeated, proceed to the next chapter.

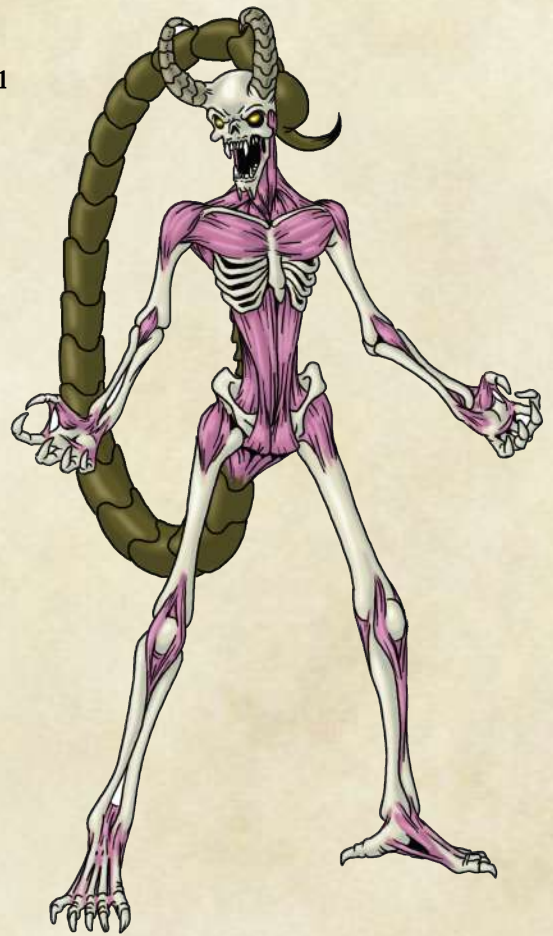
CHAPTER 3.2. END

Read this:

'With the greed devil defeated, you watch as the magic from Jayme's coin fades and you sense any curses this particular devil might have set are now gone. And you rush back from where you came from, leaving this wretched place behind... to never return again.'

The end.

Bone Devil



Greed Devil



GREED DEVIL

Gargantuan fiend (devil), lawful evil

Armor Class 18 (natural armor)
Hit Points 409 (21d20 + 189)
Speed 40 ft., climb 40 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13
Skills Deception +20, Intimidation +13, Perception +16, Persuasion +20
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages All
Challenge 24 (62,000 XP)

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

Follow the Money. The greed devil knows the exact location of any creature with gold in their possession while they are within his lair and he can't be surprised by them in any way.

Unending Greed. If a creature hit by the greed devil has gold coins within their possession, they take an additional 9 (3d6) fire damage from his attacks, as the gold melts and is absorbed by the greed devil.

Shining Eye. The greed devil's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot-cone. At the start of each of its turns, the greed devil decides which way the cone faces and whether the cone is active. The area works against the greed devil's attacks and abilities, such as Unending Greed or Bury In Gold.

Actions

Multiattack. The greed devil can use its Bury in Gold. It then makes three attacks: one with its horns and two with its claws.

Ram. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage plus 14 (4d6) lightning damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Bury In Gold. The greed devil targets a 10 foot cube within 60 feet of him. All creatures within that cube must make a DC 17 Dexterity saving throw. On a failed save, the devil buries the targets in gold, dealing 20 (4d8) bludgeoning damage, grappling and restraining them. The creatures buried in gold also can't breath and must use their action to make a DC 19 Strength (Athletics) check to escape. On a success, the creature takes half damage and isn't buried.

Creatures can dig the creature out of the gold using their action, requiring no skill check.

Make Soul Coin (Recharge 6). The greed devil takes out an empty coin and points it towards a creature, attempting to absorb it within the coin. The creature must make a DC 22 Charisma saving throw. On a failure, the creature takes 105 (30d6) necrotic damage and has its hit point maximum reduced by that same amount. If a creature is reduced to 0 hit points in such a way, its soul is absorbed within the coin and can only be restored via a *wish* spell. On a success, the creature takes half damage and its hit point maximum is not reduced.

Legendary Actions

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

Paper Trail. The greed devil teleports within 5 feet of any creature carrying gold coins.

Burial. The greed devil makes one Bury in Gold attack.

Greedful Bash (Costs 2 Actions). The greed devil charges towards an enemy creature, moving up to its full movement in that direction. Each creature within the line the greed devil took must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone.

THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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Maps created by [CzePeku on Patreon](#).

And now onto the next project...

Cheers !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !



A MASSIVE THANK YOU TO ALL MY PATRONS !