

# MARILITH PRISON

*Marilith Prison* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 11, 14, 17, or 20**. This document offers a general guideline on scaling the adventure for each level. A demonic prison located high in an obsidian mountain holds a wealth of strategic military plans, political prisoners, and a large weapons cache. Getting in is as simple as getting captured, but escaping will be far more difficult.

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

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

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block to say, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the appendix.

## LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's areas and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 11, 14, 17, or 20, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party.

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave, Ellie Hogan of Adventures, EH?

**Editing and Layout.** Tony Casper

**Cartography.** Tom Cartos

## Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
11	11th-Level	Hard
12	11th-Level	Medium
13	11th-Level	Easy
14	14th-Level	Hard
15	14th-Level	Easy
16	14th-Level	Medium
17	17th-Level	Hard
18	17th-Level	Medium
19	17th-Level	Easy
20	20th-Level	Hard

## ADVENTURE HOOKS

The table on the following page offers some ideas if you don't have a reason for the characters to investigate the Marilith Prison. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Regardless of which hook the characters follow, there are two main ways to enter the prison.

**Captured.** The easy way to enter the prison is to become a prisoner. The events following a character getting captured are outlined in the "Life in Prison" section of the adventure.

**Front Entrance.** The front entrance is strongly defended at all times, making this the far more dangerous entry route.

## BACKGROUND

Jezurath the marilith holds high-value prisoners of the demons in her prison carved into the peak of an obsidian mountain. She entertains the demonic

## Marilith Prison Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	Most demons are incapable of reproduction. The cipactli that guard the prison are one of the few exceptions. The academy would like a living specimen and as many eggs as the party can carry in order to study them.
2	Ancient Being	The follower of an ancient being was captured while carrying an ancient book her patron would like returned.
3	Aristocrat	Lord Saverio has gone missing. His family suspects that he was captured by the demonic forces and are desperate for his safe retrieval.
4	Criminal Syndicate	Rumor has it that demons enjoy drinking poisons like humans enjoy a good wine. The criminal syndicate would like to get its hands on those poisons, and destroying a rival group wouldn't be a bad thing either.
5	Adventurer's Guild	A few members of the guild have run afoul of Jezurath the marilith over the years. It's time to slay her in retribution.
6	Military Force	Important military documents on the demonic forces are stored in the prison.
7	Religious Order	Per the instruction of a high priest: "The presence of demons in the region can go unattested no longer! They must all be defeated!"
8	Sovereign	One of the sovereign's champions was captured by the demonic forces a month ago. He is presumed dead, but the sovereign would like proof. He wielded a <i>sun blade</i> that can be used as proof of his demise.

troops by forcing her prisoners to fight in gladiatorial-style combat. She also fights the prisoners herself, and particularly enjoys displaying the weapons of those she defeats.

## MARILITH PRISON EXTERIOR

The prison entrance is located 200 feet up a steep mountain of jagged obsidian. It is guarded at all times by a group of demons armed with two abyssal ballistae.

**Abyssal Ballistae.** Two abyssal ballistae are mounted at the entrance. They launch bolts wreathed in black fire that scream as they fly through the air. Each abyssal ballista requires three actions to use: one to load, one to aim, and one to fire.

► **Bolt. Ranged Weapon Attack:** +8 to hit, range 120/480 ft., one target. **Hit:** 16 (3d10) piercing damage. In the 11th- and 14th-level versions of the adventure, the target also takes 27 (5d10) fire damage; in the 17th- and 20th-level versions, the target instead takes an additional 55 (10d10) fire damage.

**Climbing.** Climbing the smooth, sharp obsidian is very difficult. At the start of each of its turns, a creature without a climb speed must succeed on a DC 18 Strength (Athletics) check to continue. A creature that rolls a total of 10 or lower on this check falls, taking 1d6 slashing damage per 10 feet fallen (maximum of 20d6) as they slide over the rocks.

**Cover.** The barren landscape doesn't provide enough cover for a party to sneak up on the entrance. The guards and ballistae are protected by a wall of obsidian that provides three-quarters cover against attacks originating at a lower elevation.

**Encounter: Entrance Guards.** The guards posted at the entrance are determined by the level of the adventure, as detailed in the table below. Glabrezus are able to see invisible creatures and objects via their truesight, and they use their spellcasting to take out characters with a flying speed while the lower-level demons man the ballistae. If possible, the demons aim to incapacitate and imprison the characters rather than kill them outright, knowing that Jezurath would love to fight anyone foolish enough to challenge her power.

### Entrance Guards Encounter

Adventure Level	Guards
11th	1 glabrezu and 6 quasits
14th	1 glabrezu, 1 vroock, and 6 quasits
17th	2 glabrezus, 1 vroock, and 6 quasits
20th	2 glabrezus, 3 vroocks, and 6 quasits

## MARILITH PRISON INTERIOR

This prison itself is carved into an obsidian mountain and protected by magical wards.

### GENERAL FEATURES

Unless stated otherwise, the Marilith Prison Interior has the following features.

**Architecture.** The prison is carved directly into the obsidian mountain and has rounded edges where the walls meet the floor and ceiling giving it an organic feeling. The surface of the stone is textured to re-

semble serpent scales. The ceilings are 15 feet tall to allow large creatures to comfortably walk through.

**Doors.** Doors in the prison are made of thick, black wrought iron and decorated with protruding serpents. Doors have AC 19, 40 hit points (damage threshold 5), and immunity to poison and psychic damage. A locked door can be picked open with a successful DC 25 Dexterity check using proficiency in thieves' tools or forced open with a successful DC 20 Strength check.

**Illumination.** The majority of the prison is unlit.

**Magical Protections.** The prison is protected by the *forbiddance* and *private sanctum* spells, granting it the following features:

- ▶ Sensors created by divination spells can't appear inside the prison or pass through the barrier around its perimeter.
- ▶ Creatures in the area can't be targeted by divination spells.
- ▶ Nothing can teleport into or out of the warded area.
- ▶ Planar travel is blocked within the prison.
- ▶ When any celestial, elemental, fey, or undead creature enters the prison for the first time on a turn or starts its turn there, it takes 22 (5d10) necrotic damage. Only Jezurath knows the password to bypass this feature.

## KEYED LOCATIONS

The following locations are keyed to the maps of the Marilith Prison.

### 01 – Antechamber

A large iron door with a hooded snake rearing off of it where a door knocker would be leads into Jezurath's prison. The building is carved directly from the obsidian mountain with rounded edges and a scaled, serpentine pattern on its surfaces that evokes the feeling of being swallowed by a vast snake. Twin statues of a six-armed woman with the lower body of a serpent stand on either side of the entrance, lit from below by eerily cold, dark flames.

### 02 – Gladiator Arena

The focal point of the prison is the gladiatorial arena where prisoners are forced to fight for the entertainment of their demon captors. Twisting pillars wreathed in cold, dark flames line the walls and bathe the room in dim light that reflects off of the scaled pattern in the obsidian surfaces and causes the room to appear to be softly undulating. A 20-foot-diameter circle of Abyssal runes is etched into the center of the floor.

**Magical Arena.** A character who spends at least 1 minute studying the runes can make a DC 20 Intelligence (Arcana) check to determine their purpose. On a success, they learn that the runes form a *wall of force* when activated. Interestingly, the trigger is not part of the circle itself, but likely attached to an otherwise mundane object. This object is the pendant

around Jezurath the marilith's neck (see the "Fighting Jezurath" section for more details).

This room is empty except during a gladiator fight (see "Gladiatorial Combat").

If the party is attempting to fight their way into the prison without being captured, Jezurath is fighting a **horned devil** when the group enters the room. Use the "Fighting Jezurath" section on page 6 to determine the nature of this encounter. If the party disrupts the match, the horned devil flees the prison as quickly as possible, using its action to Dodge as it flies away.

### 03 – Prison Cells

Prisoners are kept in individual cells and guarded at all times. The doors of the cells are locked (see the "General Features" section above). The guards and Jezurath herself both have copies of the door keys. If the party is looking to rescue an NPC, they can be found in one of the cells here.

**Magical Dead Zone.** The prison cells are permanently kept under the effect of an *antimagic field*.

**Encounter: Guards.** The nature of the prison guards are determined by the level of the adventure. Creatures marked with an asterisk are new creatures featured in the appendix.

#### Area 3 Encounter

Adventure Level	Guards
11th or 14th	2 <b>cipactli*</b>
17th	3 <b>cipactli*</b>
20th	1 <b>hezrou</b> and 2 <b>cipactli*</b>

### 04 – Gallery

Jezurath displays the weapons of those she defeats in combat in a gallery. Dozens of weapons are mounted along the walls, each with a plaque naming the weapon's deceased owner. Three weapons are displayed on pedestals at the center of the room.

**Trap: Look Don't Touch.** The pedestals each have a *glyph of warding* spell glyph inscribed upon them that activates if the weapon on the pedestal is touched. The nature of this glyph depends on the level of the adventure. Jezurath is instantly alerted if any of the traps here are triggered.

#### Area 4 Trap

Adventure Level	Save DC	Stored Spell
11th	14	<i>blade barrier</i> (forms as a ringed wall that is 15 feet in diameter)
14th	15	<i>finger of death</i>
17th	18	<i>sunburst</i>
20th	20	<i>prismatic wall</i> (forms as a 15-foot-diameter sphere)

**Treasure: Magic Weapons.** The weapons around the outside of the room are not magical. A character can find any martial melee weapon they desire on this wall. The weapons on the pedestals are magical. The first two pedestals hold a *+1 warhammer* and a *sun blade*. In the 11th- and 14th-level versions of the adventure, the third pedestal holds a *sword of life stealing*, while in the 17th- and 20th-level versions, it holds a *vorpal sword*.

## 05 – Banquet Room

A long, stone table spans the entire length of the room and is set with stained dinnerware made of bones. Tapped casks of putrid ale line one of the walls while another is shrouded by a misshapen, heavy black curtain that reeks of decay and drips dark, thick liquid onto the floor below it.

**Hazard: Dish Chicken.** Behind the curtain is a ceiling-tall pile of broken dinnerware and the rotting remnants of past banquets. Moving the curtains causes the whole stack to destabilize. A creature within 5 feet of the pile can use its reaction to make a DC 15 Strength check to prevent the pile from collapsing. On a failure, the pile falls with a loud, wet rumble, and any creature in the room must make a DC 15 Dexterity saving throw. In the 11th- and 14th-level versions of the adventure, a creature takes 2d10 bludgeoning damage and 4d10 acid damage on a failed save, or half as much damage on a successful one; in the 17th- and 20th-level versions, a creature instead takes 2d10 bludgeoning damage and 8d10 acid damage on a failed save, or half as much damage on a successful one.

## 06 – Storage

The shelves of the storage room are groaning under the weight of a haphazard jumble of weapons, armor, and general adventuring goods.

**Treasure: Mundane Trove.** There are enough weapons and armor sets here to equip a small army. Any mundane or silvered weapon a character could desire can be found here, along with multiple sets of every kind of armor and a vast amount of miscellaneous adventuring gear.

**Treasure: Ancient Book.** If the characters are searching for the ancient book from the Ancient Being adventure hook, it can be found here by a character who spends at least 10 minutes searching and succeeds on a DC 15 Intelligence (Investigation) check.

Additionally, if characters are imprisoned, their gear is stored here, still in its packs. The demons eventually plan to go through their things to take anything of value but are too lazy to do so until after the characters are dead.

## 07 – Hallway Trap

Non-demons are never permitted to enter this section of the prison, so it is protected by a *symbol* (Insanity) that activates whenever a non-demon comes within 20 feet of it. In the 11th- and 14th-level versions of the adventure, this effect has a save DC of 16, while in the 17th- and 20th-level versions, it has a save DC of 20.

This hallway also branches down a set of stairs to the cipactli breeding pool, an enclosed pool of tepid water and bloated corpses stuffed with the eggs of the demon guards. The breeding pool is protected by the same magical effects as the rest of the prison (see the “General Features” section on page 2) and is not a valid escape route.

**Hazard: Filthy Water.** The water is contaminated by a concentrated form of *sewer plague*, which has a save DC of 15.

## 08 – Study

The door to Jezurath’s study is locked (see the “General Features” section on page 2). Only she has the key.

Jezurath’s study is far better organized than the rest of the prison. Her large desk has no chair behind it, but she has worn a groove in the floor in the exact shape of her tail from countless years of use. A small bookshelf is packed with books on military tactics and the art of melee combat, all written in Abyssal.

Despite the presence of writing utensils and suspiciously thick, porous parchment, there seem to be no written documents penned by Jezurath herself in the room.

**Treasure: Strongroom Key.** A character that is searching the desk and succeeds on a DC 20 Intelligence (Investigation) check finds a false bottom in one of the drawers that hides a small snake statuette. The statuette functions as the key to the strongroom (**area 9**) and is infused with abjuration magic.

## 09 – Strongroom

The door to the strongroom is hidden. It can be found by a character that succeeds on a DC 18 Intelligence (Investigation) check. Rather than possessing a regular lock, it can only be opened by inserting the snake statuette key hidden in Jezurath’s desk (see **area 8**) into the matching inlay.

**Treasure: Wealth and Knowledge.** Jezurath stores her material wealth in ornate chests in this room. This is also where she keeps all of her written documents detailing the demons’ military plans and troop capabilities. The nature of these documents are not detailed in this adventure, but can be used as a plot point at the GM’s discretion.

## Area 9 Treasure

Adventure Level	Treasure
11th	800 pp, 19,000 gp, and 12 gems worth 500 gp each
14th	1,200 pp, 12,000 gp, 10 gems worth 1,000 gp each, and a <i>rope of climbing</i>
17th	26,000 pp, 41,000 gp, and 5 art objects worth 2,500 gp each
20th	26,000 pp, 50,000 gp, 6 art objects worth 2,500 gp each, and a <i>spell scroll of resurrection</i>

### 10 – Private Dining

Like Jezurath's office, her private dining room is perfectly organized. Her dishes are made out of stoneware so black it's like looking into the deepest void. A number of fancy decanters filled with various expensive liquors sit on a side table.

A character that succeeds on a DC 15 Intelligence (History) check knows that as creatures immune to poison, mariliths and other demons often enjoy the burning taste and soapy mouthfeel of a good poison.

**Hazard: The Good Stuff.** The hard liquor in each of the decanters is paired with a complementary poison, as noted below:

- ▶ Brandy and *assassin's blood*
- ▶ Tequila and *midnight tears*
- ▶ Vodka and *pale tincture*
- ▶ Cognac and *torpor*

### 11 – Kitchen

The prison's kitchens are extremely hot thanks to the large, wrought iron stove at the center of the far wall. The shelves and counters are crowded with the corpses of creatures in varying states of decay, along with mounds of puffy mold, jars of pickled organs, and containers of unidentifiable gelatinous material. A thick wooden board on the wall is bristling with knives, cleavers, and skewers.

A single recipe titled "Mortal's Gruel" is affixed to the wall with a silver dagger. A character can spend an hour to follow the recipe and make a DC 15 Intelligence check using proficiency in cook's utensils to attempt to create a meal edible to humanoids. On a failure, the meal is contaminated with *sight rot*. Due to the heat of the kitchen, the character must succeed on a DC 10 Constitution saving throw at the end of the hour or gain a level of exhaustion; the character automatically succeeds on the save if they have resistance or immunity to fire damage or if they are naturally adapted to extreme heat.

**Treasure: Strip-Search.** A character that succeeds on a DC 15 Intelligence (Investigation) check finds the corpse of a human man in mage's robes. He has

an arcane focus (such as an orb) clasped in his hand and a +1 *dagger* on his belt.

## LIFE IN PRISON

A captured character is fully stripped of their clothing and belongings and given a coarse, louse-ridden tunic to wear. Their belongings are stored in **area 6** and they are each put into individual cells in **area 3**. Once they have been interred in their cells, read or paraphrase the following:

A large demon with a dog-like face and two sets of arms saunters up to the cells. "Welcome to Jezurath's prison," it says mockingly. "How does it feel to be nothing but our playthings? Soon we will watch you struggle, alone, against the lowest of our enemies. But never fear... in ten days you will have the honor of facing Jezurath herself. And please, do try to put up at least some token of resistance. I do love watching you lot writhe."

## FOOD AND EXHAUSTION

The characters are given a single meal a day of unidentifiable and barely edible black sludge. They are only given half rations, which counts as half a day without food. A character automatically suffers one level of exhaustion at the end of each day after going a number of days without food equal to 3 + their Constitution modifier (minimum 1). A normal day of eating resets the count of days without food to zero.

A character can convince the guard to give their portion of food to another character with a successful DC 15 Charisma (Persuasion) check.

### Working in the Kitchen

The demons are incredibly lazy and resent having to feed their mortal prisoners. The prison guards can be persuaded to let one of the characters do the work for them with a successful DC 20 Charisma (Persuasion) check.

Such a character is escorted to the kitchen (**area 11**) by a group of guards with the same composition as the guard encounter in **area 3**, and the character has 1 hour to create the meal under supervision. A character can attempt to smuggle an item out of the kitchen by making a contested Dexterity (Sleight of Hand) check against a guard's passive Wisdom (Perception) score. A character working in the kitchen receives a full day's rations.

So long as they behave, the guards will allow a single character to perform this task each day. If a character is caught stealing, tries to escape, or otherwise causes trouble for the guards, none of the characters are permitted to cook moving forward.

## GATHERING RUMORS

Demonic guards are not the most disciplined. They easily get bored and can be persuaded to chat by the characters. Each day, a single character that speaks the same language as a guard can attempt to gather rumors by making a Charisma (Persuasion) check. On a result of 15 or higher they learn one rumor, and on a result of 20 or higher they learn two rumors. Roll on the table below to determine the rumors learned; if the characters have already learned the rumor corresponding to the result, roll on the table again until a new rumor is rolled.

### Gathering Rumors Results

d10	Rumor
1	Innodur the glabrezu believes that making food for mortals is far below him. Too bad nobody else knows how to keep the ingredients from poisoning the prisoners.
2	One of the guards covets the <i>sun blade</i> in the gallery ( <b>area 4</b> ) but knows the pedestals are trapped.
3	A prisoner recently tried to summon a celestial in a fight, but it instantly rotted and died. Hilarious.
4	Last night's banquet was apparently so delicious that hardly anything got shoved behind the curtain.
5	Jezurath had a guest come to update the spells on the back hall recently (see <b>area 7</b> ). It's neat how it only targets non-demons!
6	An elf tried to invisibly sneak into the prison the day before. Stupid mortals keep forgetting that glabrezus can see through that!
7	The drinks in the banquet hall are fine and all, but apparently Jezurath has the "good stuff" in her personal dining room.
8	The cipactli eggs hatched out of that guy who tried to escape the prison through the breeding pool. Idiot.
9	One of the guards saw Jezurath holding a little snake statuette. She immediately shifted it out of sight when she saw him looking.
10	Jezurath has a secret room somewhere that she uses to store a treasure hoard fit for a dragon.

## GLADIATORIAL COMBAT

Every other day, a single character is taken for a one-on-one gladiatorial combat match versus a devil prisoner to entertain the guards and allow Jezurath to learn of their abilities. Each of the characters is required to fight one of these matches prior to their

match with Jezurath.

Before beginning a gladiatorial bout, each character has 10 minutes to prepare and can only equip themselves with the following items—"generously" provided by the demons from their stash in **area 6**:

- ▶ Any nonmagical silvered weapons
- ▶ Any nonmagical armor or shield
- ▶ A spellcasting focus

Matches take place in the gladiator arena (**area 3**). Jezurath herself attends each match, along with a number of demonic spectators (use the "Fighting Jezurath" encounters to determine Jezurath's abilities and the number of spectators). Fighting Jezurath and the spectators simultaneously is well beyond a deadly encounter, even for the full party.

Before beginning each match, Jezurath grasps her pendant and whispers its command word to activate the *wall of force* dome around the combatants. To determine what monster the character faces, roll a d20 on the table below in the column corresponding to the adventure's level. The flying devil (marked with an asterisk) uses the **vrock** stat block, except it is a devil and isn't resistant to damage from nonmagical attacks that are silvered.

### Gladiatorial Combat Encounter

Monster	Level 11	Level 14	Level 17	Level 20
Bearded devil	1–10	—	—	—
Barbed devil	11–15	1–10	1–2	—
Flying devil*	16–20	11–18	3–8	1–2
Chain devil	—	19–20	9–17	3–8
Bone devil	—	—	18–20	9–14
Horned devil	—	—	—	15–17
Erinyes	—	—	—	18–20

**Winning a Match.** A character wins a match by killing their opponent. A winner is given full rations for the day.

**Losing a Match.** A character that loses a match is returned to their cell unconscious but stable. A loser is given no rations for the day.

## FIGHTING JEZURATH

If the characters have not escaped after 10 days, they are forced to fight Jezurath in the gladiator arena (**area 3**). Jezurath is cruel and arrogant. She allows the characters to use their own weapons and armor and fights them as a team, trusting in the small arena size to work to her advantage. A number of other demons cheer on the fight from outside the wall. They become involved if any character leaves the arena or if Jezurath has to flee.

**Jezurath's Pendant.** Jezurath wears a green pendant around her neck that allows her to use an action to whisper the command word to activate or deactivate the *wall of force* in **area 3**. The pendant

has AC 20, 5 hit points, and immunity to poison and psychic damage. Destroying the pendant deactivates the *wall of force*.

**Encounter: Trophy Hunt.** Jezurath’s abilities and teammates depend on the level of the adventure. Her goal is to kill the characters, but she prioritizes her life over saving face. If Jezurath starts her turn with less than 50 hit points, she commands the other demons to kill the characters and uses her action to teleport to her study (**area 8**), fleeing the arena. Creatures marked with an asterisk are new creatures featured in the appendix.

### Fighting Jezurath Encounter

Adventure Level	Encounter
11th	Jezurath (a <b>marilith</b> )
14th	Jezurath (a <b>marilith</b> with 250 hit points and the lair actions below)
17th	Jezurath (a <b>marilith</b> with 250 hit points and the lair actions below) and 1 <b>glabrezu</b>
20th	Jezurath (a <b>marilith</b> with 250 hit points and the lair actions below), 1 <b>glabrezu</b> , and 1 <b>cipactli*</b>

### Jezurath’s Lair Actions

On initiative count 20 (losing initiative ties), Jezurath can take one of the following lair actions; Jezurath can’t take the same lair action two rounds in a row: Jezurath causes spectral serpents to fill a 20-foot-radius sphere centered on a point she can see within 150 feet of her. Each creature in the area must succeed on a DC 19 Constitution saving throw or take 5 (2d4) piercing damage and become poisoned until the end of its next turn. While poisoned in this way, the creature has disadvantage on Dexterity checks and Dexterity saving throws. Jezurath uses her knowledge from watching the characters fight to extrapolate what they will do next. She has advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round. Jezurath fires a barrage of magical serpent scales forming a line 100 feet long and 5 feet wide in a direction she chooses. Each creature in the line must make a DC 19 Constitution saving throw, taking 13 (3d8) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is blinded until initiative count 20 on the next round or until it regains any hit points.

**Encounter: Spectators.** The demons watching the fight become involved if any character leaves the arena or if Jezurath is forced to flee. If the *wall of force* is still active when Jezurath leaves, she deactivates it and the demons immediately attack the characters. The nature of these spectators depends on the level of the adventure. Creatures marked with

an asterisk are new creatures featured in the appendix.

### Spectators Encounter

Adventure Level	Encounter
11th	1 <b>cipactli*</b> and 6 <b>quasits</b>
14th	3 <b>cipactli*</b> and 4 <b>quasits</b>
17th	4 <b>cipactli*</b> and 1 <b>hezrou</b>
20th	5 <b>cipactli*</b> and 2 <b>hezrous</b>

## AFTERMATH

Regardless of whether the party succeeds in their mission, the demonic forces do not appreciate their interference and may retaliate in the future. If the party escapes but does not kill Jezurath, she makes it her personal mission to hunt them down and get her revenge.

## RECENT ADVENTURES FROM DMDAVE

### Dungeons & Lairs

- ▶ #45: Cultist Cathedral
- ▶ #46: Noble Tower
- ▶ #47: Mage Cube
- ▶ #48: Assassin School
- ▶ #49: Green Hag Forest
- ▶ #50: Doppelganger City
- ▶ #51: Hobgoblin Hideout
- ▶ #52: Fire Giant Mine
- ▶ #53: Gargoyle Cathedral
- ▶ #54: Wight Cemetery
- ▶ #55: Chain Devil Crypts
- ▶ #56: Zombie Farmhouse
- ▶ #57: Ettercap Forest
- ▶ #58: Lamia Temple
- ▶ #59: Santa’s Village
- ▶ #60: Spirit Naga Cathedral Ruins

### Dungeon of the Week

- ▶ #1: Scattered Chambers of the Leper One
- ▶ #2: Hidden Keep of the Death Arrow
- ▶ #3: Lost Archive of the Silent One
- ▶ #4: Ruined Sanctum of the Void Prince
- ▶ #5: Forlorn Temple of Mash-Dinaxis
- ▶ #6: Dungeon of Hari
- ▶ #7: Boxrock Hole
- ▶ #8: The Treacherous Chasm

### Yazur Island

- ▶ #1: Forest of Faces
- ▶ #2: The Whistling Monolith
- ▶ Player’s Guide

## Cipactli

*Medium Fiend (Demon), Chaotic Evil*

**Armor Class** 15 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

**Skills** Stealth +5

**Damage Vulnerabilities** fire

**Damage Resistances** lightning

**Damage Immunities** cold, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Primordial

**Challenge** 5 (1,800 XP)      **Proficiency Bonus** +3

**Amphibious.** The cipactli can breathe air and water.

**Underwater Camouflage.** The cipactli has advantage on Dexterity (Stealth) checks made while underwater.

**Water Step.** As a bonus action, the cipactli can liquefy itself, disappearing from its current location and reappearing in an unoccupied space it can see within 20 feet of it. Its current location and the new location must be connected by water in some way: a stream, ooze, soggy ground, or even runoff from a drain pipe.

### ACTIONS

**Multiattack.** The cipactli makes two bite attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the cipactli uses its Devouring Embrace.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Devouring Embrace.** The cipactli devours a Medium or smaller creature grappled by it. The devoured target is blinded, restrained, it has total cover against attacks and other effects outside the cipactli, and it takes 14 (4d6) piercing damage at the start of each of the cipactli's turns as the fiend's lesser mouths slowly consume it. If the cipactli moves, the devoured target moves with it. The cipactli can only devour one target at a time. A creature, including the devoured target, can take its action to pry the devoured target out of the cipactli's many jaws by succeeding on a DC 14 Strength check. Don't Blink. After a creature moves or takes an action, bonus action, or reaction, the gargoyle can move up to half of its speed or take an action (but not both).

**Ancient Lullaby (Recharge 5–6).** The cipactli sings a soporific, primordial song of eternal rest and divine repose from its many mouths. Each creature within 100 feet of the cipactli that can hear the song must succeed on a DC 14 Charisma saving throw or fall asleep and remain unconscious for 10 minutes. A creature awakens if it takes damage or another creature takes an action to wake it. This song has no effect on constructs and undead.



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