

# Cavern Crawls

#017

5th Level Dungeon

# Delving Diablo

GrimPress



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5<sup>e</sup>

## #017 - Delving Diablo

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*Cavern Crawls are Dungeons and Dragons 5th Edition compatible supplements designed as a resource for game masters to use in their campaigns.*

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# Delving Diablo

5th Level Dungeon

## Preamble

*Delving Diablo* is a 5th level adventure for a party of 5 players. In this *Cavern Crawl*, the party must confront a smiling devil that is harrasing a wealthy merchant on the lower planes.

## Background

A demon merchant runs a successful enterprise on the lower planes, finding common ground amongst many factions. It has its own unique method of advancement – filling the supply needs of the planes' denizens, travelers, and adventurers while keeping its overseers placated with soul coins and other wealth.

Unfortunately, a very unwelcome devil has been intercepting its caravans and waylaying its demon drovers with a special weapon that bypasses their special defences. The merchant is seeking a band of mercenaries that aren't as susceptible to the devil's wiles.

## Quest Hook

The adventurers are questing on the lower planes, and stop to restock at a market or merchant wagon when they are approached by the proprietor, Eggemon, an incubus, who makes them an offer. If they will defeat its devil nemesis in its hideout, it will pay them 500 *gp*.

## Big Bad Evil Guy

In this *Cavern Crawl*, the characters will meet a **smiling devil**, a CR 7 fiend.

### ROLEPLAYING THE SMILING DEVIL

The smiling devil is a conniving charismatic creature that may try to talk its way out of any situation. If that fails, it will target the strongest looking opponent with its *disarming smile* before attacking another.

## Magic Items

In this *Cavern Crawl*, the characters may find the following magic items:

- a *figurine of wondrous power* (silver raven)
- a *potion of flying*
- a *demoncurse scourge*

### DEMONCURSE SCOURGE

*Weapon (Whip), Rare (Requires Attunement)*

A scourge is a shorter type of whip. It lacks reach, and has multiple tails, doing double (2d4) damage.

You gain +1 to attack and damage rolls with this weapon.

When you hit with an attack against a fiend using this item, it must make a DC 15 Constitution saving throw. On a failure, it becomes cursed and loses its resistance to magic for 1 minute. The fiend can make a saving throw at the end of each of its turns, ending the effect on a success. If it fails 3 saving throws before it succeeds, it is cursed permanently or until the curse is removed my magical means. A fiend that succeeds on a saving throw is immune to the curse for 24 hours.

## Demoncurse Scourge



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Cavern Crawl Introduction





# Cavern Crawl Map

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## A1: Cavern Entrance

The cavern is where Eggemon said it would be. The adventurers can smell a campfire as they approach. Inside are the lookouts, a **bearded devil** and its pet **hell hound**. Once the party enters, read or paraphrase the following:

You enter a circular cavern with a 15-foot-high ceiling. The walls are covered with fluted rock spouting flames. In the middle is a roaring campfire. A bearded creature sits on a stump, holding a glaive. Beside it is a snarling black mastiff with glowing eyes.

The bearded devil and its companion have one job: to stop intruders from entering the cavern. When they notice the adventurers, **Roll Initiative**.

## A2: Fiery Pit

A **chain devil** was punished for stealing from its boss in this area. It has lost its resistance to magic and has 75 hit points remaining. There are 4 chains here that it will try to animate and use to grapple opponents into the pit. When the party arrives, read or paraphrase the following:

When you enter this chamber from the wide corridor, it is similar to the previous one except for a large pit in the center. Large chains are strewn around the chamber. A muscular creature covered in chains stands on the far side of the pit. It is bleeding black blood from a wound in its side. Nevertheless, it growls at you and starts swinging one of the chains like a weapon.

**Roll Initiative.** A creature that falls into the pit must succeed on a **DC 13 Dexterity saving throw** or take 5 (1d10) bludgeoning damage and 7 (2d6) fire damage. It takes a successful **DC 10 Strength check** and 20 feet of movement to climb out. On a failure it slips and takes 7 (2d6) fire damage.

The chain devil's corpse holds a stolen *potion of flying* that went undiscovered by its boss.

## Figurine of Wondrous Power (Silver Raven)



## A3: Stolen Goods

This screened off chamber holds stolen goods that the smiling devil has accumulated. It is guarded by two **bearded devils** and the gang's accountant, an **imp**, that is currently doing inventory. When the adventurers enter, read or paraphrase the following:

You push aside a curtain at the top of the stairs and enter another chamber. This one is filled with goods. A tiny flying creature with horns and a tail flits from one crate to the next, making marks on a small slate. It looks up at you and yelps.

As the bearded devils come to its call, **Roll Initiative**. A search of the crates uncovers a lot of food and mundane items. A successful **DC 14 Intelligence (Investigation) check** of one reveals a *silver raven*.

## A4: Cauldron Chamber

A short corridor leads to this chamber. It is empty except for a single item, a large cauldron attended by a **barbed devil**. As the party enters, read or paraphrase the following:

You enter an empty chamber dominated by a large cauldron in the center. A stooped green creature covered in wicked looking spines stirs it with a long stick. It looks at you and says in a scratchy voice, "*Mae ul. Xe aldh lyyv aly pary!*"

For any character that understands Infernal, it said, "Hop in. I only need one more!". If they don't want to be the devils' dinner, **Roll Initiative**. Steps leave this chamber to the right, leading up to another curtain.





## Smiling Devil

Medium Fiend (Devil), Lawful Evil

**Armor Class** 16 (natural armor)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	11 (+0)	12 (+1)	17 (+3)

**Saving Throws** Wis +4

**Skills** Persuasion +6

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Infernal, telepathy 120 ft.

**Challenge** 7 (2,900 XP) **Proficiency Bonus** +3

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

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

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

### ACTIONS

**Multiattack.** The devil makes two attacks with its demoncurse scourge or with its claws.

**Claws (True Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

**Demoncurse Scourge.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage. If the target is a fiend, it must make a DC 14 Wisdom saving throw or become cursed and lose its resistance to magic and non-magical attacks for 1 minute. The fiend can make a saving throw at the end of its turn, ending the curse on a success. If it fails 3 saving throws, it is cursed until the curse is removed. If it succeeds on a saving throw, it ends the effect on itself and is immune to the curse for 24 hours.

**Disarming Smile.** The devil targets a creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the devil for 1 hour, until the devil dies or is on a different plane of existence from the target. The charmed target regards the devil as a trusted friend to be heeded and protected. Although the target isn't under the devil's control, it takes the devil's requests in the most favorable manner. Each time the devil or its allies attack or damage the target, it can repeat the saving throw, ending the effect on itself on a success.

**Shapechanger.** The devil can polymorph into a Small or Medium humanoid or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## A5: Lounge

At the top of the steps is the final curtained off chamber. Within is the boss of the operation, a **smiling devil**, comfortably lounging among the rich goods it's collected. When the adventurers arrive, read or paraphrase the following:

You enter a final chamber much like the others, except this one has no other exit and it is well appointed with a rich rug, wall coverings and upholstered furniture. It is well lit by the fluted walls and a pair of torches by an overstuffed chair. Upon it sits what would appear to be a smiling gentleman, if it weren't wreathed in flames that don't appear to harm the creature in any way. "Welcome!" it cries, standing and opening its arms wide.

If the adventurers don't attack immediately, the devil may try to negotiate its way out of the situation. It will even go so far as trade the scourge for its freedom. It would really like their souls, however. If negotiations break down, or the adventurers attack, **Roll Initiative!**

When the devil reaches 0 hit points, it disappears in a flash of flame, leaving behind its *demoncurse scourge*. A search of the furnishings turns up 346 gp and 5x soul coins.

The adventurers can return to Eggemon and show it the scourge as proof of their accomplishment. They can also let it know where its goods are, if they so choose.

