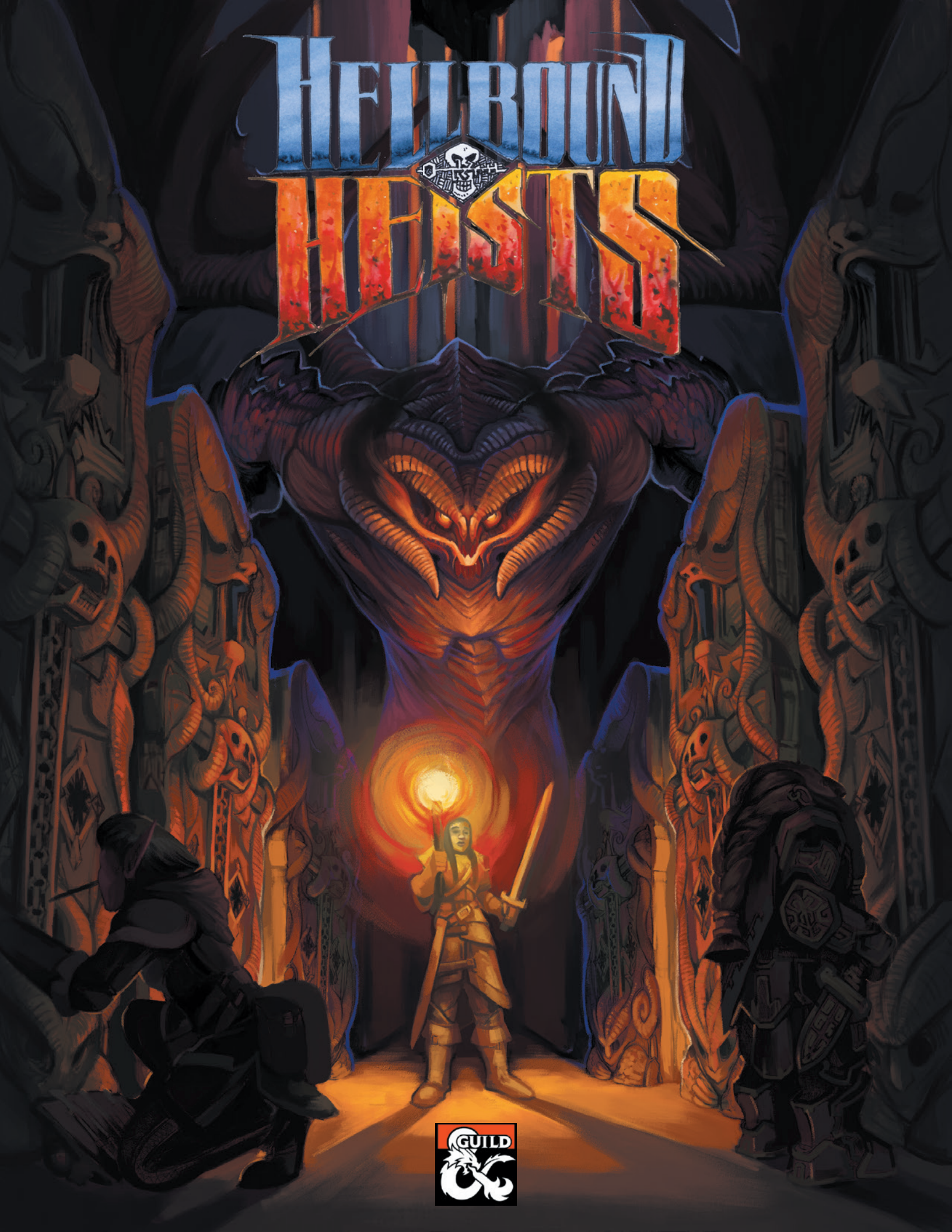


HELLBOUND HARVEST



HELLBOUND HEISTS



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On the Cover: A trio of adventurers find themselves a bit lost in a corridor of doors and locks. Luckily help is nearby to ensure they won't have to worry for long.



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HELLBOUND HEISTS

Introduction

The Nine Hells are no place for the mortal soul. Indeed, heroic beings are usually destined for far loftier calls from the heavens, while the fiery infernos and the bone-chilling wastes are reserved for the toughest and most deadly of creatures within the multiverse: the devils.

Of course, the occasional unfortunate soul might find themselves on the wrong side of a contract, written in all good faith but by the most slippery of minds. And let us not forget those who would peddle such dark powers, forming pacts on moonless nights: warlocks and cultists.

This tome isn't focused on those who are passing from the world of mortals into the great beyond. Instead the primary focus here is a series of adventures to challenge, thrill, and even sometimes terrify would-be heroes and veteran adventurers. Those who willingly walk into the most infamous dens of iniquity and horror are sure to return home with stories, treasures, and... more.

Using This Book

The adventures presented in this book are each an individual encapsulated story. While links exist between these adventures in the form of Easter eggs and plot hooks, there is no overarching storyline that links one layer to the next. Indeed most archdukes would prefer it that way: their domain is not to be interfered with by their peers.

Each adventure carries an introduction, describing the backstory and providing some adventure hooks to spark the imagination. Use this information to place the adventure in your campaign or use it to

help you adapt the adventure to better suit your world.

The hardcover book *Baldur's Gate: Descent into Avernus* is a world-class adventure from Wizards of the Coast. This product can supplement that adventure or can be used as a standalone series of adventures.

The Nine Hells

Hell is divided into nine layers, each ruled by one or more powerful devils. Each layer has its own qualities, hazards, and sites of interest. You can read each chapter for more information about the qualities of that layer. Below we have included a short description of each.

Avernus - An ashy, dust covered wasteland. Avernus is known for being the first layer of hell, the layer where Tiamat resides, as well as being ruled over by Zariel, the fallen angel.

Dis - At the center of the second layer resides a red-hot iron city filled with planar travelers— the civilized areas of the layer are surrounded by a reality warping magic. From his iron tower, rules Dispater, Lord of the Second.

Minauros - A vile bog of pollution dotted with swamps and volcanic rocks is full of dangers. This is even more apparent when you come across one of the few locations of safety: Minauros, The sinking city. This blight of civilization only stays afloat thanks to the thousands of slaves trying to hold it up.

Phlegethos - When folks think of hell, fire and brimstone, it is because that is the exact description of Phlegethos—a rocky horrid wasteland, wracked by smoke and

heat. Here, Belial and his daughter Fierna rule with powers of pain and pleasure.

Stygia - A bottomless ocean coated in a thick layer of ice, Stygia is the home and prison of its lord, Levistus. Even the cold of this domain cannot freeze the river Styx as it winds through, cutting a wide channel through the ice.

Malbolge - Considered by some to be a cross between an ever-shifting maze and a black stone fortress, Malbolge is one of the most varied and difficult of the layers to cross. Malbolge is under the rule of Glasya, daughter of Asmodeus.

Maladomini - A volcanic region ruled by Baalzebul, The Fallen. This layer is filled with long abandoned ruins, the cities of old.

The Lord of the Lies is never happy with the construction of his realm, always building new, more intricate, cities from which to rule.

Cania - Another ice-cold layer, the mountains of Cania are home to countless horrors while the icy plains claim victims with their extreme cold. The ever-scheming Mephistopheles plots countless deceptions from his tower.

Nessus - The final layer of hell, and home to the grand archduke Asmodeus. Nessus is full of extremes, ranging from volcanic heat to immensely tall and precarious buildings. There are few places in all of existence as dangerous as the bottom-most layer of hell.



Running the Adventures

To run each of these adventures, you'll need the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. You'll gain additional value from the books *Mordenkainen's Tome of Foes* and *Volo's Guide to Monsters*.

Before you sit down with your players, read through the adventure entirely and familiarize yourself with the maps. Make notes as necessary about complex areas that you feel might be difficult to run.

The *Monster Manual* contains stat blocks for most of the monsters and NPCs found in this book. When a monster's name appears in **bold** type, that's a visual cue pointing you to the creature's stat block in the *Monster Manual*. Descriptions and stat blocks for monsters not found in those books are found in appendix B.

Spells and non-magical objects or equipment mentioned in this book are found in the *Player's Handbook* and magical items can be found in the *Dungeon Master's Guide*, unless the item specifies it can be found in appendix A.

Go to Hell

The Nine Hells are not a place easily visited. Magic can take you there, but the first trip is typically extremely risky without additional powerful magics to familiarize the caster with the destination.

There are a few portals, but these are generally few and far between, guarded and kept secret. Rarer still are magic items that make transit possible. Any being with such an item would be very unlikely to part with it willingly.

The river Styx provides a way for those wishing to reach any layer of hell a more straightforward path, but the memory-sapping property of the waters are almost too much to risk. Also the lower layers are

very difficult to reach without the assistance of marrenoloths: fiends to navigate the rivers. Most mapped pathways are well guarded to prevent unwanted intruders from stumbling from layer to layer.

The plane known as the Outlands is a neutral territory that connects to all other planes. It is home to the city Ribcage (named so for the rib like protrusions of rock that surround the city) that somehow connects to Avernus. This connection is not reliably predictable, with some travelers needing to wait weeks in Ribcage before the city finds itself in Hell.

Finally, almost any devil can simply bring a willing creature to hell with them. The archdukes will often bring favored followers to hell to taste the magnificent possibilities awaiting them. Of course, these are the most glittering of lies but such is the way of hell.

Regardless of the method used, most layers require permits to move across them (presuming you're there under the invitation of an archduke or other similar power). Acquiring a forgery that will pass inspection is difficult: few beings are qualified to forge these passes. The cost for these can be quite high (ranging from 50-200 gold for each layer the pass is valid).

Getting the Hell Out

With the exception of using gates to get in and out, it can be hard to leave hell, especially some of the lower levels. Since you can't teleport directly out of hell, adventurers require an exit strategy before beginning their journey.

Taking the river Styx, one could go through Nessus and arrive in the abyss, although that's not much better a prospect for survival.

Aside from proper preparations, gates, or riding a memory-sapping river into an even worse fate, one can make a deal with any devil to be taken out of hell. Although devils are fickle creatures and their contracts are a nightmare to navigate, the power of a devil's bargain makes nearly anything possible.

Running a Hellbound Adventure

Adventurers might think of hell as the ultimate experience in cleansing evil from the universe. After all, it is nine levels of the most evil creatures this side of the Abyss, each progressively more difficult than the last. Sort of the ultimate endurance dungeon.

Treating the nine hells like a gigantic dungeon would not present them properly. Each layer has its own occupants with their own goals and desires. Each layer is topographically, geographically, and biologically unique and the DM should explore these options to create memorable narratives.

With this supplement, the DM now has a greatly expanded toolbox with which to create and further new stories. Will this adventure be a simple “In-and-Out”? Will this be an urban exploration with a brand-new infernal theme? Are the adventurers stranded on an extended incursion, stuck in the deeper layers and searching for a way home? Each of these, or indeed all of them, could lead to a much grander campaign entirely based around the Nine Hells.

The Hellbound Heist Campaign

Those DMs who want to run a campaign entirely set within the Nine Hells could easily use this supplement to do so. While the adventures were not written in a way that specifically unites them, here are some suggestions to bind them together:

The Dark Museum. One of the archdukes of hell has decided they want to create a collection of unique items. Acquiring these items is dangerous, so the reward for collecting them would certainly be worth it.

Weapon of Heaven. Heaven has sent many of their troops to the Nine Hells to quell the fiends who stir there. Over time, much of their equipment has been lost. One of the

prisoners within hell is a madman who has designed a heavenly weapon. Adventurers must break this genius out, and then find a series of holy relics that will be combined into a weapon of holy destruction.

Elminster In Hell. When Nergal captured Elminster so that he might learn the secrets of silverfire, he failed. But his research notes were taken by Asmodeus and they now sit in his treasure vaults. Getting to Nessus won't be easy and getting out will be even more difficult, but those notes could be worth a king's ransom!

Magic in Hell

For the most part, spells continue to function as they do elsewhere. Any spells that don't work as intended are denoted in the adventure block, although these alterations might be a localized effect and not something that is enforced across the entire layer.

The exception to this rule is planar teleportation magic: beings may only teleport within the Nine Hells themselves. Teleporting from outside into hell, or teleporting to a location that is outside hell, must be done from Avernus.

Most archdukes have the ability to sense any powerful spellcasters within their domain. Casting a spell of the 6th level or higher, in general, registers with the archduke of that layer. That's not to suggest they act upon every single spell cast, but it is wise to know when and where particularly powerful spells are being cast and by whom.

Corruption in Hell

Extended stays within the hells are not recommended. Any time a creature who is not native to the Nine Hells completes a short or long rest, they need to roll on the corruption chart (each layer has its own chart before the adventure begins). Typically, this deals some small amount of psychic damage but more brutally can leave the

character with a permanent flaw. These effects work like those presented in the *Dungeon Master's Guide* when describing planar effects. Regardless of which layer the character is on, the following rules are shared:

- A character currently suffering corruption who fails the saving throw for a new effect replaces their old one. That is, regardless of which layer of hell the character acquired their corruption, they can only suffer the results of the last failed saving throw.
- After finishing a long rest outside of the Nine Hells, the character may attempt a DC 15 Wisdom saving throw to remove the corruption effect.
- A character with corruption that is the target of dispel evil and good can make this saving throw immediately, with advantage.

More Information

Of course, this tome can only contain so much information and for a DM who simply wants to run these adventures as they are, that is enough. However, if you're the sort of DM looking to craft their entire campaign around hell, these books might give you some additional insight.

Dungeon Master's Guide - Already mentioned above in "Running the Adventures," the DMG is an incredibly useful source of planar information. Chapter 2, in particular, provides details about the Nine Hells, giving descriptions for each of the layers and rules for damage adventurers will suffer from long-term exposure to hell.

Volo's Guide to Monsters and **Mordenkainen's Tome of Foes** - Both of these supplements have had a welcome reception with fans of fifth edition, and that's because they are excellent supplements. While *Volo's Guide to Monsters* includes a few low-level monsters to swarm your party, *Tome of Foes* provides extensive detail

about the Blood War and many higher-level monsters. These books are available in hardcover from your friendly local comic book and gaming store.

Guide to Hell - A book for the second edition of *dungeons & dragons*, this supplement was one of the first to explore the wants and desires of both the devils and demons as well as any factions that might interact with either, such as an inquisition. The digital version is available from the *Dungeon Masters Guild*.

A Paladin in Hell - An adventure from the second edition *dungeons and dragons* book, written by Monte Cook. This adventure dragged players through each and every step of their way through hell. Classic metal-inspired artwork coupled with dramatic (or is that traumatic) set pieces made this into a cult hit (no pun intended). The digital and softcover versions are both available from the *Dungeon Masters Guild*.

Fiendish Codex II: Tyrants of the Nine Hells - The lore in this third edition guide to all things related to the Nine Hells was essential to the creation of *Hellbound Heists*. While many of the third edition specific rules would be tricky to bring into fifth edition, the random tables will never fail to be useful. The digital version is available from the *Dungeon Masters Guild*.



CHARACTER OPTIONS

Former Cultist

Character Background Option

Evil has a way of getting under your skin. The quick boons granted by creating a pact with a devil are tempting because the deals they offer are often too good to be true. Somehow, you escaped that world. You no longer call a dark lord, “master,” nor are you expected to perform profane rituals in the dark of night. While you may have put that dark path behind you, that doesn’t mean you emerged untouched.

Skill Proficiencies: Deception, Religion

Tool Proficiencies: Poisoner’s Kit

Language: One of your choice.

Equipment: Cultists robes, a symbol of the being you once worshiped, a tome of blasphemous teachings, a ritual dagger, a poisoner’s kit, and a small belt pouch with 10 gp.

Feature: Secret Knowledge

You understand the precise nature of the contracts devils are famous for crafting. With enough time, you can untangle even the most confusing of contracts (infernal or mundane). You are also quite capable of writing these contracts yourself. Your skills might even be good enough to forge passes for creatures traversing the Nine Hells.

1d8 Personality Trait

- 1 I’ve seen what the dark princes of hell have in store for the mortal realms. Now I see everything around me as a sign of the oncoming doom.
- 2 Being part of a structured organization wasn’t so bad. Even though I’m out, I still have a tendency to follow orders.

1d8 Personality Trait

- 3 I’m still running from my past. Any sign of the cult or its agents and I clam right up.
- 4 Knowing what it is like to be seduced by the easy path, I have great sympathy for those who I think are being manipulated.
- 5 I make no time for liars, schemers, or manipulators. They can taste my anger if they want to cross me.
- 6 The cult freaked me out, but the promises of evil weren’t all that bad. I don’t instantly presume that because you work with evil, you’re a villain.
- 7 I will be happy to inform you of the inner workings of the cult, its leadership, and the infernal beings they follow. After all, what use is that knowledge if I just lock it away?
- 8 After leaving that cult full of people who I held as family, it is harder now for me to allow others to get that close to me.

1d6 Ideal

- 1 **Reparation.** I must act as an agent of good to counter all the ills I inflicted upon the world. (Good)
- 2 **Secrets.** The cult taught me that information gained without having earned it can be very dangerous. I seek to preserve those secrets. (Neutral)
- 3 **Power.** I left the cult because those in charge didn’t understand the power they used. I will never make their mistake. (Evil)
- 4 **People.** When I left the cult, I gained a new family. I will put my life on the line to protect them. (Lawful)
- 5 **Self.** Never again will I let anyone tell me what to do. They’ll just use me for their own ends anyway. (Chaotic)
- 6 **Knowledge.** The cult may have used their resources poorly, choosing to work for evil. The knowledge they gained could be used for good as well: information is neither good nor evil, it is just a tool (Neutral).

1d6 Bond

- 1 There was a schism in the cult; teachings that could be taken either way. I seek the truth behind the cult.
- 2 I still have nightmares, even after months of putting the cult behind me. How do I still have a connection after rebuking the dark lord?
- 3 I might not surround myself with the cult, but the dark lord still holds a contract on my soul. I seek a way to break it.
- 4 The cult continues to haunt me, sending out their agents. I cannot rest until no cultist remains alive.
- 5 Getting out of the cult wasn't enough. Someone needs to put an end to their plans once and for all.
- 6 I wasn't the only one in that cult. There are more minds in need of being freed.

1d6 Flaw

- 1 I left the cult, but that doesn't mean I disliked the rituals or the power.
- 2 I followed orders for so long, it is impossible for me to not follow them now.
- 3 The only thing that scared me in the cult wasn't the fiendish creatures beyond the pale: it was how much I admired them.
- 4 The cult wasn't for me, but the dark lord? I still want to be theirs.
- 5 What I gained in knowledge, I lost in sanity. A fair trade, to my mind.
- 6 I still yearn for power; the cult was not the only way to gain it.



New Faction - Ember Enclave

The Ember Enclave is a faction in Dis organised by souls who once served the Emerald Enclave on Toril. Rather than defending the natural order with righteousness, these members accomplished their task through evil means. Their idea for upholding balance between civilization and wilderness takes on holistic proportions, focusing primarily on the balance of the cosmos instead. They believe the Blood War is the ultimate act of balance. Its fire must remain lit at all costs. The primary objective of members of the Ember Enclave is recruiting souls for this war.

The Ember Enclave feature in the second adventure, but they could be an organization to use throughout each adventure. Their goals would be oriented around acquiring objects that could be used to keep the blood war in motion.

New Spell

Detect Infernal

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (soul coin)

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of the infernal within 30 feet of you. If you sense anything infernal in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears the infernal property, and you learn its source or allegiance, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

If cast at level 3, the area of detection extends to 1 mile and can penetrate all natural materials. If you sense anything infernal in this way, you can use your action to know whether the detection is from a creature or object and the general direction and distance to the creature or object detected.

New Adventuring Gear

Obsidian Caltrops. Type: Adventuring Gear.
Cost: 100 gp. Weight: 2 lbs

These obsidian caltrops leave glass shards within the feet of its victim. At the start of each of the wounded creature's turns, it takes 1d4 piercing damage for each time you've wounded it. The wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check to remove the shards, thus ending the effect.





THE AVERNUS JOB



"You blew the best thing you had going for you. You blew the element of surprise."

– The Italian Job

There are lots of things that are known about the Nine Hells. The war is known, the archdukes are known, their generals are known. Nowhere in the hells is this more true than Avernus, where it is said there are no secrets. Yet one giant secret lays ignored in plain sight: the chrome spear of Gruumsh: a shining tower no fiend has ever breached.

This is a site based adventure for 3-5 players with an average party level (APL) of 8. The adventure is presented in a way that allows the players to explore the upper area of the spear safely, but the underground complex is a dangerous dungeon.

Adventure Background

In the earliest years of DUNGEONS & DRAGONS, the Nine Hells were a most terrifying place, filled with the horrible and wretched creatures -the most dangerous known to adventurers. Gruumsh the orc god even had a small domain placed in the Nine Hells briefly, before moving to Nishrek.

Gruumsh built the tower in haste after his clash with Corellon Larethian. He festered in Hell, seeking to make deals with Bel, the ruler of Avernus, for information that would help him get revenge against the elven deity. An alliance with Bel proved valuable as Gruumsh learned how to use souls as a source of power.

However, this revelation came with a price: his orcs had been tempted by devils to sign contracts with the promise of power. His children were being converted into soul coins to be bartered and traded. Angered by this treachery from his supposed allies, he built a weapon to use against his former allies, but it went unused and sits broken within his tower, collecting dust and ash.

Eventually, Gruumsh moved his domain to Nishrek and sealed his tower against fiendish intrusion.

Adventure Hooks

Glory to Gruumsh. In Baldur's Gate, Nakar the Crimson, a cleric dedicated to Gruumsh, wants to inspire orcs to follow her, a potential solution that could bring peace between orcs and other humanoids.

A Fiendish Plan. The outland border town is full of folks who have a powerful need for one thing or another. Talgaruk the Tanarukk is one such being, wanting the adventurers to find something within the tower that could transform orcs for all time.

The Nine Hells. Each of the archdukes, their generals, and every other devil and demon wants to get their hands on whatever is in that tower. It's locked against fiends, but the adventurers aren't fiends.

Each patron for a given hook can give 500 gold to give the adventurers to set themselves up, and a most useful item: a collapsable ring with a 25-foot radius that can teleport those within it to hell and back. See appendix A for the magic item **Disk of Teleportation**. It has 2 charges remaining and does not regain charges.

Each patron also grants a unique trinket that will be useful within the tower. Read each entry for their given token.

Glory to Gruumsh

Read or paraphrase the following text aloud:

The Elfsong tavern bustles just as much as always. In a darkened corner, a cloaked figure sits with an untouched mug before them. Two thick fingers tap down on the table, the signal you were to watch for.

Pulling your chairs out and sitting down, she takes her hood down and grins behind her two long tusks. The orc maiden introduces herself as Nakar the Crimson (Orc).

"Let's be blunt: I have a job that will take you to a most dangerous location to acquire one or more items without description, all so you can return them to me so that I might use them to bring faith to all those of orcish blood.

I can only offer a meager amount of gold, but there is one catch that I hope holds interest for you: a god-forged weapon designed to assault the foes of Gruumsh. It lies within the tower I'm sending you to, and despite being deep in the bowels of hell no fiend has been able to get near it."

Nakar is known for wanting to bring orcish communities together with those of other humanoids: to make peace after all these years. That sort of miracle could be worth a trip to Hell.

Token: A spear used by Koront Tornskull, a famous orcish hero.



A Fiendish Plan

Read or paraphrase the following text aloud:

The stones that make up the 'ribcage' for which the outlands town is named casts a long shadow across all the buildings. A small green tent has been setup in one of these shadows, with a large orange eye painted onto it.

Lifting the flap of the tent, a harsh scent of blood and spices fills your nostrils. "By the cyclopean sight of my lord, it is you. I've been waiting for you." The low raspy voice is coming from an enormous spiked orcish looking creature wrapped in the shadows of the tent.

Introducing himself as Talgaruk the Tanarukk (tanarukk, see appendix B), the one-eyed fiend reclines amongst an assortment of trophies cut away from their original owners. Many small symbols dedicated to Gruumsh are visible among them.

"The orcs of the worlds - all of them - have become complacent. Others do not fear them, and yet we are the blessed children under the watchful gaze of his eye. They've turned away from his laws: to make more orcs, to fight for their right to live, and to take whatever the weak cannot hold. But within the tower there might be a solution, magics to turn ordinary orcs into Tanarukk like me."

The power to turn all orcs into fiends is indeed terrifying, but the components for such a transformation could be worth some serious coin to a powerful mage or two.

Token: The petrified remains of Talgaruk's eye on a necklace.

The Nine Hells

Each of the archdukes could have their own reason for breaking into the tower. From wanting whatever magics or weapons are within, to simply wanting to keep it out of their opponents hands, there is no shortage of reasons to get involved.

Even a lesser devil could want to convince the players to help them. Everyone in hell wants to overthrow their boss; a tower locked against fiends represents significant potential.

The key point is that the players can open the tower, and fiends cannot. This is a good opportunity to help the player characters achieve their goals. If they're searching for something, a devil might offer it in return for information about the tower. If they need to escape hell, a devil could help them once the tower was opened.

Token: A soul coin containing the spirit of an orcish shaman who can guide the players.

Getting to Avernus

Regardless of which patron takes them in, there are only so many ways into Avernus.

Firstly, because the Outlands sits on the border of Avernus and other planes, one can often find ways of reaching other planes from there. More information on the outlands can be found in the Dungeon Master's Guide.

Second, any teleportation magics that can cross the planar boundaries could work, although it's difficult to know where they would end up.

Another option might be to make a deal with a devil. Sign a contract, and be taken directly to hell. Of course such a contract would require a good escape clause for the adventurers to survive.

Finally good old fashioned portals exist. They're rare, and not well documented, but a creative dungeon master can place them in interesting locales. Hellgate Keep in the North, or the mouth of a volcano.

Adventure Summary

The adventure is divided into four parts:

1. Introduction. The adventurers meet their patron.

2. Transit. Since the adventurers cannot simply teleport to their destination, a short trek across the surface of Avernus is

required to reach the Chrome Spear.

3. The Tower. The majority of this adventure takes place within the chrome spear of Gruumsh. The opening of the tower alerts the fiends of Avernus. In the upper tower, characters meet cultists who have lost their faith. Below the tower, they'll find a dungeon filled with the means needed to unlock the weapon.

4. The Chase. Having unlocked the secret of the weapon, learned how to use it, and fueled it up, the adventurers need to get it out of Hell.

Headlong into Hell

Regardless of how the characters enter Avernus, read or paraphrase the following box when they arrive.

The blasted arid landscape stretches out before you. In the distance near the river of blood, you can make out battles between devils and demons. The omnipresent, whipping winds carry the smell of long-dried blood and rusty iron. This certainly is Hell.

There are few landmarks in the distance: a bronze citadel, an enormous pillar of skulls, a mountain carved into the shape of five dragon heads, and finally a tall, silvered tower: the Chrome Spear of Gruumsh.

The trek won't be a short one, but with a lot of skill and maybe even a little luck, a little luck, you won't end up just another corpse in this rocky wasteland.

Skies of Avernus: Fireballs

Set aside a d20 and set it to face 1.

Each time a d20 is rolled while the players are outside of the Chrome Spear, increase the d20 by 1.

When a player makes an attack roll, ability check, or saving throw, compare the result with the Fireball counter. If the result is equal to or greater than the Fireball counter, nothing happens.

If the roll is less than the Fireball counter, a blast of hellfire emerges from the sky, casting fireball (DC 15) centered on that player.

Infernal Corruption

Any time the adventurers complete a short or long rest, roll on the table below.

d10 Result

- | | |
|-----|---|
| 1-5 | Mental Strain. The character takes 2d6 psychic damage. |
| 6-7 | Obsession. The character gains the Obsession flaw. The character focuses on their ideal, to the point where The character audibly rationalizes every action through the lens of their ideal. |
| 8-9 | Fallen. The character gains the Fallen flaw. Their character views their bond as the source of all their troubles, which fills them with hatred. |
| 10 | Rage. The character gains the Rage flaw. Anything that works counter to their ideal or bond causes them great frustration. |

Navigation

To go across the vast distance to the Chrome Spear, the characters must cross a number of 'legs' of the journey. Each leg represents one hour of travel. At the start of a leg, have the players pick a leg action from the list below. At the end of the leg, roll a leg encounter to see what happened during that leg.

Unless the players have their own way of getting to Avernus, they arrive 5 hours

(which is 5 legs) away from the spear. The 3rd leg always results in the encounter “River Styx”.

Leg Actions

- *Stay Alert:* The character makes a **DC 15 Wisdom (Perception) check**. On a success, the party cannot be surprised by encounters during this leg.
- *Inspire:* The character makes a **DC 15 Charisma (Persuasion or Performance) check**. On a success, each player gains temporary hit points equal to their level. This effect lasts until the start of the next leg.
- *Find Shortcut:* The character tries to find a shortcut. On a successful **DC 20 Wisdom (Nature or Survival) check**, roll twice on the leg encounters table, taking the lower result of the two.
- *Stealth:* The character must make a **DC 15 Dexterity (Stealth) check**. If they succeed, this character has surprise in any combat encounters during this leg of the journey.
- *Search:* Seeking out hidden caches, the character makes a **DC 25 Wisdom (Perception) or Intelligence (Investigation) check**. On a success, roll randomly on the Avernus trinkets table.
- *Press On:* Try to rush the party. Each character must roll with disadvantage for whatever action they chose during this leg. Each character must make a DC 16 Constitution saving throw. If half or more of the party succeeds, the DM does not roll an encounter at the end of this leg.
- *Rest:* All characters benefit from a short rest. However, do not advance forward in legs. Roll on the infernal corruption table.
- *Scout:* Trying to determine what might be coming up ahead, the character makes a **DC 15 Wisdom (Insight or Survival) check**. On a success, the DM rolls the encounter for the end of the

leg and gives the player hints as to what is prowling around.

Leg Encounters

Roll 1d10 to determine the encounter for the current leg.. The River Styx is marked 0, as it cannot be rolled. Instead, the River Styx is always the midpoint of the journey

- *River Styx (0):* The river is made up of thick, oily water rushing like blood through a vein. Should any player touch the river (including unwisely drinking from it), they must succeed on a **DC 15 Intelligence saving throw** or suffer the effects of the feeblemind spell.
- *Kobold Scouts (1):* A group of 2d6 **kobolds** are scavenging remains from a battle between a regiment of devils and a balor. They're not interested in a fight; they only want to scavenge whatever gear was left behind.
- *Crashed Warmachine (2):* A large stone spike juts out of the ground. A ruined mechanical cart lays scattered about the area. The machine is broken and cannot be repaired, but 1d4 soul coins can be found with a successful **DC 18 Intelligence (Investigation) check**.
- *Ambush (3):* The adventurers are beset by a gang of demons or devils, who try to ambush them. If the characters have not used the *Stay Alert* action, then the attackers have surprise.
- *Dangerous Drop (4):* The ground rumbles and shakes! A crevasse opens up around and becomes a problem for one of the players (roll randomly). The player must succeed on a DC 15 Dexterity saving throw or fall into the crack. The hole is 2d6 x 10 feet deep and is 1d4 x 5 feet wide. The character takes 7 (2d6) piercing damage in addition to the damage from the fall.
- *Patrol (5):* A contingent of 1d4+1 Bearded Devils is marching across the landscape, coming back from a successful battle.

- *Blood Vine (6)*: The players have stumbled into a rare area of plant growth in Avernus. A sphere with a 20 foot-radius centered on the adventurers causes blood red vines covered in thorns to grow. Treat this as the grasping vine spell, but any creature pulled by the vines loses 1 hit die as the plants absorb their blood. There is one set of vines for each character in the party. The growth always acts on initiative counts of 20. Hit die loss lasts until the adventurers complete a short or long rest.
- *Blood Storm (7)*: Thunder and lightning clash overhead as a rare storm breaks. Blood-infused water rains down onto the characters. Until the end of the next leg of travel, the DC of any ability checks increases by 3.
- *Theft (8)*: A group of 2d4+2 imps tries to sneak up on the characters and steal something. Have the group make a DC 20 Wisdom (Perception) check. If at least half the group succeeds, they notice that they're being picked upon by invisible thieves. The DM is free to remove whatever inconsequential items from the party they'd like for each imp. Items like torches, rations, increments of 1d10 gold,
- *Crimson Fog (9)*: A thin red cloud hangs around the ground. It covers a 1d10 x 20 foot-radius sphere and any creature moving through it must succeed on a DC 13 Wisdom saving throw or be forced to attack the nearest creature to them. A creature can repeat the saving throw at the end of its turn, ending the effect on a success. A creature in the fog suffers disadvantage on this saving throw.
- *Fireball (10)*: A fireball streaks out of the sky towards a random character. Do not reset the fireball counter.

The Chrome Spear

The Chrome Spear consists of two sections: the upper section where the **Order of the Torn Eye** resides, and the catacombs where orcs that have become tanarukk revel in the laws of Gruumsh.

Ideally, the characters will explore the upper section to get an idea of what needs to be done in the catacombs. Before descending into the catacombs, the characters need to investigate the weapon itself in order to understand what they'll be rewarded with—should they succeed.

Important NPCs

The characters may encounter the following NPCs within the Chrome Spear:

- **Kul'goran Biledrinker** - A cold and calm elderly orc. The leader of the Torn Eye.
- **Arachnochromia** - A tainted dryad driven mad by the influence of Avernus, burning with a passion for destruction.
- **Shadow** - A mysterious elf who was captured by Gruumsh. Blinded, the soul of shadow is bound to a chain devil named Kytwrath, which has revoked all of the fiend's powers. Shadow wants a merciful death, but doing so frees the chain devil.
- **Kytwrath** - A chain devil who is currently powerless. Originally intended to be used as fuel for the weapon, she will work with the adventurers provided they don't take aggressive actions against her.
- **Death** - Leader of the Organ-grinder tanarukk located within the Catacombs of Blood.
- **Thaddius Grynder** - Leader of the Bone-snapper tanarukk located within the Catacombs of Blood.
- **Bloodrinker** - An abyssal chicken that is favored by Death.

Entering the Spear

Sleek and tall, the spear pierces into the red sky - reflecting all of Avernus. Recognizable views are distorted, smeared across its shiny surface.

There appears to be no openings around the tower: no windows, no doors, no cracks or lines of any kind can be traced onto the outer wall.

Whoever is holding the trinket given to the party in the plot hook, can put their hand to the tower and push through it as though it were a thick liquid, as long as they are not a fiend or touching a fiend. Any creatures they touch may follow with them into the tower provided they are also not a fiend.

Locations Within the Chrome Spear

Room 1 - Entryway

The entryway is largely empty. Three large doors stand directly before you. The central door is set in the image of a hideous face carved with its mouth reaching the floor. Two large pipes descend from the ceiling and enter the wall on either side of this door.

The other two doors are fortified wooden doors, the sort one might find on an expensive castle instead of an orcish den.

The door on the left leads to the catacombs of blood, a dungeon that the followers of Gruumsh have carved out for themselves in



their abandonment. A character listening at the door can hear loud uproarious laughter and fighting. The door is locked, although it can be unlocked with a **successful DC 25 Dexterity check using thieves' tools**.

The door on the right ascends into a litany of orcish history. The deep, distant rumbling of drums can be felt by touching the door, and a cold air flows from the gap under the door.

Hall of Ascension

General Features: The stonework is all well made, smooth to the touch. None of the doors in the tower are locked save for those to the basement or garage.

Light: A dim red light fills the upper spear as though light soaked through the walls. Combined with their darkvision, this is sufficient for the orcs living here.

Sound: The upper tower has a constant prayer, a low chant dedicated to Gruumsh that repeats quietly at all times.

Along the right hand of the wall, stairs rise upwards. A low chant accompanies the sound of drums.

A large statue of a one-eyed orc stands triumphantly in this hall. In one hand, he holds a primitive spear adorned with beads and other charms. In the other, he clasps the hair of an elf's severed head.

A bandage has been placed over the dark, bloodied left eye. The bandage is a *bandage of Gruumsh* (see appendix A). This bandage was made by a cloister within the Chrome Spear.

Litany of Creation - HAI

The stairway curves upward into the room. Ten feet beyond the top of these stairs, another set continues upwards.

This room is divided into two halves: an upper area with two display cases and a recessed area that is dominated by an enormous fresco painting.

A tall, robed figure kneels in the center of the lower area. It has broad shoulders and the soles of its dirty feet are green.

A deep voice begins: "You are not fiends, unless the walls of this sanctum are crumbling. To my eye, that hasn't happened yet. Who are you and what brings you to the Spear of Gruumsh?"

This being is the leader of the **Order of the Torn Eye**, a cloister of orcs left behind in the tower. His name is **Kul'goran Biledrinker**.

Kul'goran Biledrinker

Kul'goran (appendix B) appears looks like a fit orc well- past old age for an orc, but he is extremely fit. A long, white beard sit thick on his face, but one of his eyes was plucked out (voluntarily) long ago.

Kul'goran has had a crisis of faith: Gruumsh has left them long ago and where they originally had a horde of orcs, most of them have been 'lost' (he is cagy about answering precisely what that means).

Kul'goran is brave, wise, and even bucks orcish tradition by possessing a large amount of intelligence. He has one wish: to see the weapon of Gruumsh used one last time against the never-ending horde of fiends and to punish the disbelievers in the catacombs below the tower.

Kul'goran introduces himself and inform the adventurers that there are four more of his order attending to duties within the Spear. The characters players are free to explore the tower. Gruumsh holds too much more hatred for the fiends outside the walls to care about those within. However, Kul'goran stresses that the characters are informed that the basement is off limits.

Any character can make a **DC 20 Intelligence (History or Religion) check**, or Kul'goran can inform the adventurers about the display cases within this area. Each display case has a heading, a description as to what each case is displaying, and a meaning behind the case below.

Display Cases

The display cases of the lower area are as follows:

Mural

Description: The mural along the far wall is a grand depiction of the creation of the orcs.

Meaning: Long after the primordial wars and the Sundering, the gods divided up the realms of the world for their children. Gruumsh drew the final lot and was last to pick where his people would live.

The gods of the dwarves chose the mountains, while the elven gods picked forests. The gods of the halflings, gnomes, and humans each took their turns splitting the lands between them. When it was Gruumsh's turn, he became angry as all the other lands were already occupied. In his rage, he drove his spear into the land, creating caves.

His vow: "Here my orcs will live, they will breed only to rampage and raze the kingdoms of all those who live around them."

Lower Display Case 1

Description: In the lower area, the leftmost display case holds a bandage, coated with thick, black blood. Kul'goran notes that you should leave it alone. It's the original bandage of Gruumsh.

Meaning: "There are two schools of thought about the battle with Corellon. Some priests believe that the battle between the two gods was spurred on by the gods rigging Gruumsh to go last when picking lands. He lost his eye, and retreated to this spear to recover. Other priests believe this is just propaganda from elven clerics who can't think of a proper accomplishment by their god."

Touching the bandage without the approval of Kul'goran, he becomes angry and if the bandage is not replaced, calls the rest of his order to fight off the thieves.

Lower Display Case 2

Description: Adjacent to the first case, the second holds a carving of an orc mother in a heroic pose. She is surrounded by many orc children, each wielding a spear.

Meaning: This represents the command to create as many orcs as possible.

Lower Display Case 3

Description: Second from the right, this display case contains a stone tablet, with pictograms of orcs using various weapons.

Meaning: This represents the command to master every sort of violence known to orc and use it to conquer and raze.

Lower Display Case 4

Description: A pile of skulls rests the rightmost display case, each from a different humanoid. There are more than fifty skulls.

Meaning: This represents the final law of Gruumsh: Raid, Kill, and Conquer!

Upper Display Case 1

Description: The left display case is currently home to a horrible looking orc, covered in spikes.

It is a Tanarukk, a wretched mixture of fiend and orc. These creatures are rare in Faerûn, but when Gruumsh arrived in the Nine Hells after his battle with Corellon, many of the orcs that followed sold their souls to devils in exchange for power.

Meaning: The statue is a cautionary tale that even Gruumsh was unable to foil such infernal temptations.. These battle-hardened orcs knew more of spears than they did pens, and dealing with devils was utterly hopeless. Power always comes at a price. Thus, the Tanarukk was born from foolhardy orcs who were subsequently pressed into war.

Upper Display Case 2

Description: At first this statue looks like it may be expertly carved from stone, but closer inspection reveals it to be an immaculate creation of taxidermy. Flesh,

bone, and sinew from many different creatures have been stitched together with utmost precision. Depicted is a large winged devil standing behind a one eyed orc, a dagger in its raised hand.

Meaning: This is Bel, former ally of Gruumsh in the Nine Nells. An inscription below the sculpture describes how Bel taught Gruumsh the secrets of the Hells in exchange for information about a weapon inside the tower. Bel plotted a coup, but before he could execute it, Gruumsh had already left for his new home.

The Chamber of Whispers - HA2

As they ascend the stairs, the hallway twists to the left. Doors on the eastern and western walls sit midway down the hall. At the very end of the hall, a cube shaped basket with a tether can bring you up further in the tower.

Both doors lead to the same laboratory. The basket is an elevator that connects to three more levels above the current one. There are levers for the **Grove (Area HA3)**, **Barracks (Area HA4)**, and **Viewing Area (Area HA5)**.

If the players enter either door to the lab, they see the expansive room is used for the gathering of information and exploring the properties of magical things.

One side of the room is covered with bookshelves. Reading tables contain stacks of tomes on one side of the room, whereas the other side is littered with alchemical tools for crafting potions, poisons, and oils.

On the southern side of the room are two adjacent glass tubes. In one lays a pale-skinned eladrin with bandages over their eyes. They have long, white hair that rests on their shoulders like a blanket of snow. The other holds a fiend, with thick chains wrapped around its limbs.

There is a magical rune carved into the floor in the shape of an eye. Surrounding that are smaller runes written in orcish. The sort used in rituals of binding.

Gruumsh learned many things from Bel, including how to summon fiends as well as manipulate souls of mortal beings. This chamber was built to further that dark research.

First was how to corrupt the soul of a fey. This was how he tainted a dryad to become fiendish, forcing her to grow chromeoaks for him to construct his vehicle.

Second, he learned how to use a soul for fuel. Much like a soul coin, his research was centered around using fiends as a source of power. The research here denotes there are significant flaws, as too much fiend blood can become overwhelmingly powerful.

Finally, he learned that once a contract was enacted, the souls of his followers were lost. So too was his power, which is what precipitated Gruumsh leaving this plane and never returning; if he did, he could have been killed.

The Tubes

The eladrin trapped in the research tube is named Shadow the Winter Eladrin (appendix B). Their eyes were plucked by Gruumsh long ago. How or why Shadow is being kept alive is unknown. Shadow has one wish: to be killed and put an end to their torture. However, should Shadow be killed, the chain devil Kytwrath would be freed and would immediately try to slay the orcs if not convinced to otherwise let them live..

Kytwrath, on the other hand, would rather not be killed. She offers the characters a deal: allow her to live and kill Shadow. This unbinds the devil and allows her to assist with the party's quest. DMs should feel free to use write their own contract with devious escape clauses in Kytwrath's favor.

The Silver Grove - RA3

Grated doors open before you as the elevator slows to a halt. A wave of thick, humid air greets you. Beads of sweat form on your brow as you scan a room lush with silver vegetation. Despite being indoors, the trunks of metallic trees stretch up into an endless, blue sky. Like tiny mirrors, the bark of each tree contains a small reflection of the clouds above.

Behind the elevator, there is a horrific sight. A silver-skinned dryad has been pinned to the wall of this chamber like a butterfly in a collection case. Its chest has been dissected, revealing a pumping heart encased in a network of vine-like organs.

The lower torso of the creature resembles a spider; its eight legs have been splayed and pinned with spears. Decades of pain have resulted in black stains from tears trickling down this beautiful face.

The creature is a former dryad named Arachnochromia. She was exploited eons ago by Gruumsh to aid in growing the plants he needed to feed his orcs as well as the bark he needed to build his weapon. Over time, the influence of the Hells twisted the dryad and her personality, resulting in a dangerous monstrosity.

Contrary to the nurturing ideals typically upheld by a dryad, Arachnochromia is filled with hatred and destruction. If healed, she goes into a frenzy and begins attacking any creatures immediately. This grove counts as her lair.

Creatures in the grove can attempt **DC 14 Intelligence (Nature) check** to harvest edible growths of meat that sprouts from the floor like plants. Each harvest counts as 2 rations, and they go bad after 24 hours. The order all eats food grown in this grove, jokingly calling them “Kidney Beans”

Barracks - RA4

The elevator opens into a circular chamber. Wooden doors are set into the wall, each leading to a private room.

Ahead lies a vast communal hall with a spacious circular table. Four orcs pray around a feast of silver, metallic foods that reflect the orange glow of the sconces along the walls.

The orcs of this cloister live relatively ascetic lives and require few possessions. The private rooms are modest but comfortable. Each contains a simple bed, an idol of Gruumsh, and a footlocker containing a priest's pack.

The orcs aren't talkative, but they will reluctantly converse if the characters address them. The cloister expresses concern for the rebellious members of their tribe. They view an orc's transformation into a tanarukk as a blasphemous personification.

After their fall, the tanarukks began raiding the spear for supplies which caused Kul'goran to lock the garage and catacombs. Lately, the cloister's faith has faltered. Kul'goran wonders whether they should simply become fiends themselves. If Gruumsh has given up on them, why should they continue to hold vigil?

Viewing Platform - HA5

The elevator stops at the highest point in the tower. Paneled walls begin sliding open, stacking behind one another to reveal a massive balcony akin to the top of a lighthouse with a central yellow core.

From here, nearly all of Avernus is visible: the lair of Tiamat, the brass citadel, the pillar of skulls, and the frontlines of the Blood War. Explosions of hellfire dot the red skies of Avernus, and black smoke rises from battles on its horizon.

Your gear begins to shake as the core hums behind you, steadily increasing in volume. Suddenly, a blast of light shoots from the core and sweeps the landscape, illuminating every jagged hillside, crooked chasm, and flat wasteland. Time halts for what seems like an eternity of relative silence on this war-torn layer of Hell. Then, almost in unison, you hear the shrill cry of hundreds of demons and devils rushing towards the open tower.

Give the players a moment to panic over their current state before Kul'goran arrives. He is furious and demands to know what the adventurers have done. Kul'goran has visited the top of the tower many times with no such result.

Since the players offer no suggestions that are suitable (nor could they), Kul'Goran believes it's a message from Gruumsh: that their presence reminded him of his faithful.

He wants the adventurers to take the weapon, and use it as a distraction so he and his orcs can return to their deity. Maybe even the tanarukk can be saved too.

Quests

Once the characters have investigated the top of the tower, it is a good time to advance the adventure hooks. Whatever hook brought the characters to the tower, Kul'Goran is happy to hand it to them in exchange for aiding in their escape.

Gruumsh's War Wagon - Kul'goran indicates that this tower was once full of orcs devoted to Gruumsh. After their god left, the orcs continued to maintain his weapon in case he returned.

After a few centuries, some orcs lost the faith. Now there are only five within the Chrome Spear who have not turned their backs on Gruumsh. The rest abandoned the tower and moved to the catacombs below. Kul'goran would happily see them pay, but part of him believes the events at the top of the spear is a sign from Gruumsh to save them.

Since the host of hell is about to descend upon them, the adventurers need to be quick. Kul'goran brings the characters to the garage and shows them the weapon. He explains that it is a vehicle that feeds on fiendish blood. However, the weapon's construction was abandoned when Gruumsh left Avernus. The party must retrieve a few key components from the basement in order for the war wagon to be fully operational.

Glory to Gruumsh - Kul'goran mentions that the players could use the bandage from the first lower display case. However, by wearing it, orcs are sent into a religious fury. If Nakar the Crimson cannot unify the orcs, there is a chance that they become a rampaging force. Alternately, destroying the relic could prove to orcs that they do not need to listen to their gods and instead start a holy war to kill Gruumsh and the orcish pantheon.

Of course, if the characters want the bandage, they'll need to aid Kul'Goran and his faithful in their escape.

A Fiendish Plan - Kul'goran indicates that the process used to transform orcs into tanarukk could be distilled into a medallion or potion. However the same process could be used to weaken orcs, or worse, control them on a grand scale.

Kul'goran helps the heroes craft such a magic item, but they must first aid Kul'goran and his faithful in their escape.

The Nine Hells - Kul'goran confirms that Gruumsh worked on a great weapon here. It was intended to destroy both demons and devils by the thousands. This weapon lays in a state of disrepair in the garage. If the characters fix it, Kul'goran allows them to keep it as it has no use in the domain of Gruumsh.

But he won't allow them to keep it unless they aid Gruumsh's followers in escaping Avernus.

The Garage

Kul'goran walks into a large semi-spherical room. Your eyes adjust to the pure white light emitting from the steel chassis of Gruumsh's War Wagon.

Devils have been known to pilot infernal war machines, but most are bumbling amalgams of spare parts designed to smash into one another. This sleek machine appears built for speed.

Chrome covers the chassis, courtesy of the silver grove. The texture of the wagon feels like wood, though the surface is smooth. The interior is filled with supple black leather, and mechanical instruments are forged from greensteel - a rare material native to the Nine Hells. Despite its superior craftsmanship, there appear to be some bare sections with missing parts.

"I must warn you, the tanarukk below have broken into this room once before. They removed the fuel tank and the fiend catcher. When you return from the catacombs, be sure to bring those with you.

Additionally we'll need fuel. Unfortunately, this contraption only accepts the blood of a fiend. While the blood of the Tanarukk can be used, but I'd rather return them to Gruumsh for His judgement. Still if another source can't be found, their blood should work."

The players can choose to feed Kytwrath, the corrupted Dryad, or tanarukk from the catacombs below to the engine for the initial fuel source.

Fueling Gruumsh's War Wagon - The vehicle gets a number of fuel units equal to the CR of the creature sacrificed. Sacrificing a creature is a ritual that takes 10 minutes and kills the target. If the target is unwilling, it must be knocked out or restrained first.

After this, give the players the War Wagon handout (appendix C).

The Catacombs of Blood

Kul'goran gives the party a key to the treacherous catacombs below, where they must deal with the tanarukk, and secure the missing components to Gruumsh's War Wagon. It's likely that the characters engage in combat, but stealth and magic could provide alternative methods with less risk.

Orcs value strength and believe that possession of another's property is a form of dominance. Should items go missing from one tribe, they become enraged and presume it stolen.

This has happened recently, with a staff belonging to the Bone-snappers leader being stolen by the Organ-grinders. In retaliation the Bone-snappers have stolen the abyssal chicken belonging to the leader of the Organ-grinders.

The tanarukk in the catacombs have divided themselves into two clans: the Organ-grinders and the Bone-snappers, taking the east and west areas, respectively.

Adventurer Options

While the characters are free to simply wade through the tanarukk, murdering them and taking the parts they need, they can instead try to make peace between the orcs and one or both clans.

The clans won't work with each other without first returning their stolen items.

Each clan won't work with the orcs unless their leader is convinced that the tower is in danger.

Central Waterfall

To the south, a large waterfall pours from nowhere into a large pool. A small scattering of bones rests on the edge of that pool.

Two tunnels large enough to fit even a large dragon flank the eastern and western walls. On the east, the hole is lined with bones. On the west, a grisly coating of blood is visible.

This is the neutral territory located between both tribes. They've come to accept this as neutral territory where no combat is allowed to be held.

Organ-grinder Territory

The caverns of the Organ-grinders are dimly lit by sputtering flames emanating from cracks in the walls

The Organ-grinders live up to their names by slopping the organs of intruders onto every surface, including their own bodies.

Organ-grinders currently have a good supply of food thanks to creatures burrowing through the lower walls. Should they capture the characters, they'll jail them for a long time. Organ-grinders approach everything with a violent disposition and are easily provoked. These tanarukk prefer to mince meat, not words.

Entry Hall - 061

These tunnels are stained with dark, thick stains from organs that have been slapped against the walls. Rotting offal fills the air, leaving clothing rank for hours. Corpses are piled up near the doorway to the water room.

Ahead, you hear the guttural, muffled speech of creatures in a cavernous room. Behind it, the tunnel curves to the left.

Feeding Hall - 062

The stench of rot is overpowering. A table comprised of a single large sheet of chromed oak on top of a pile of bodies rests in the center of the room. It's only stable due to the enormous weight that compresses the corpses..

Three tanarukk play some sort of dice game around the table. The dice are made from bones and cut into 12 sides.

There are two exits to the room behind the fiends.

The **tanarukk** in this room are busy playing a simple game. Each player rolls a die under a small bone bowl. The player who won last rolls their die in the open. Without looking, each player declares whether the die under their cup is higher or lower than the open roll. If they guessed correctly, they're safe. If they are incorrect, the player who rolled openly gets to punch, kick, or bite each loser.

When the adventurers enter the chamber, the tanarukk are amused. They offer the characters an option: fight to the death or gamble for their lives. If they lose, they'll become decoration for the tanarukk's game room wall.

Storage - 063

Dried meat hangs from the ceiling above piles of bones strewn across the floor beside skins spread out for resting.

There are no tanarukk here, however one of the Organ-grinders has hidden an item here that was stolen from the Bone-snappers. Underneath a skin is a staff made entirely of bone and topped with

a skull. Two emeralds are set in the eye sockets. The staff is named “Mother” and has been crafted from the spine of an orc.

Prison - 064

A heavy chrome platform rests upon the floor. Tusk-like protrusions fork upwards from the floor around it, creating a jail cell.

Two tanarukk stand guard near the cage, taunting a pair of elves within. The fiends speak of how they will skin them alive without allowing them to die. They must start making fey’ri for them or suffer in hell forever.

A hauntingly beautiful man slumps in the corner in a depressed haunch. Two bloody stumps protrude from his shoulders where his arms should be.

The cage resembles the description of the fiend catcher provided by Kul’goran.

The elves, Rasiel and Yuneiel, (CG elf **commoners**) accidentally teleported into the catacombs of blood when their spell went awry.

The **incubus** behind them, Golagin Thickspear, was captured long ago and used in an experiment in the tower above. Golagin hates things here. He wants to return to the fourth layer where his lady Fierna rules.

The **tanarukk** enjoy their job torturing these beings. However, if the characters suggest a clever idea such as releasing the prisoners for a hunt, it might allow them to escape. Less-scrupulous adventurers may suggest replacing the cage with something that can keep the beings held, freeing the guard’s time for other activities.

Allow your players to come up with a solution that suits them. Remember, the characters need the fiend catcher to complete the adventure, so fate should favor their decision. Either way carrying the cage with them is difficult, requiring two creatures to carry the large object.

Throne - 065

A large throne made of the same chrome-wood that the tower is filled with dominates the room, while the rest of the room has fur rugs thrown around. A large caldron is filled with fire, illuminating the room brightly.

This room is dominated by a massive chrome-wood throne, though it is dwarfed by the intimidating tanarukk who sits upon it. Her scalp is shorn clean, and the many scars on her bald pate are emphasized by the flaming caldron that illuminates the chamber.

Most female born tanarukk are killed when born to prevent the creation of rivals. This monstrous fiend obviously survived the process, as she now leads the Organ-grinder clan. She stands slowly from her throne, towering over the crackling flames of the caldron.

“I am she who is known only as Death. Tell me your names, so that when my followers ask of your skull you are not denied your name.”

Two of her followers crack their knuckles and grin, displaying rows of sharp teeth between pointed tusks.

Death (see appendix B) leads the Organ-grinders in their conflict with the Bone-snappers. She accuses the characters of having stolen her precious pet on behalf of the Bone-snappers, an abyssal chicken named “Blooddrinker.”

If the characters offer to recover her pet, she won’t murder them immediately. If they haven’t yet secured it, Death easily exchanges the fiend catcher in exchange for the return of Blooddrinker.

Bone-snapper Territory

Bone-snappers split off because they couldn’t agree with Organ-grinders. The grinders wanted to dig tunnels and live as Gruumsh intended - a danger lurking in the dark.



The Bone-snappers, by contrast, wanted to flourish with no one lording over their destiny. They are primarily nonviolent on this side, although these orcs are more than willing to defend their territory.

The halls of the Bone-snapper clan are twisted, making it easy to get lost in the dark. Luckily, bone chandeliers have been placed erected every 20 feet and are providing a dim light for these caverns.

The walls are covered with symmetrically aligned bones, reinforcing the walls of the tunnels.

Sleeping Area - B81

This chamber contains beds lashed together with chromed wood, bone, and rocks. It hardly looks comfortable save for a series of animal skins.

Two tanarukk are arguing. It seems they are each accusing one another of losing an abyssal chicken. The discourse stops once they notice you.

The two **tandarukk** are Korvas and Rutter. Korvas says she is innocent because she was only supposed to bring the chicken to this room and Rutter was supposed to find a hiding spot. Rutter insists when he arrived, there was no chicken. It's been at least 15 days, and they still haven't found the chicken; it was probably eaten.

The adventurers can assist in finding the chicken by making a **DC 15 Wisdom (Perception or Survival)** check in any given room in the catacombs of blood. Upon a successful check, read or paraphrase the following:

You hear the unsettling sound of wet meat clapping. The small creature has a spikey bit of flesh hanging below its beak, and somehow it turns to look at you despite having no eyes. Having found Bloodrinker is one thing, but catching the beast is another story.

Catching Bloodrinker requires three **DC 16 Wisdom (Animal Handling)** checks. It moves one room away (determined randomly) for each failed check using a mixture of scuttling and flying. If a character

is waiting in the destination room, they can just catch the chicken with a successful **DC 13 Dexterity check**.

Storage - BS2

Large crates are packed in tight, cramped with all the supplies the orcs could have stolen when they exiled themselves down here.

A few crates with books, and a formula on alchemically converting oak into metal, lay open but covered in dust. It's obvious no one has used this room in years.

As the characters search the room, a **tanarukk** enters the room and demands an explanation of their presence.

Convincing the tanarukk requires a successful **DC 20 Charisma (Persuasion) check**.

Alchemical Laboratory - BS3

Like the Chamber of Whispers, this room is filled with vials and flasks. Papers stuck to the walls detail the Bone-snappers attempts to augment their abilities through magic.

In the center of the room is a drawing of Gruumsh's War Wagon, detailing the various components. The fuel tank is circled.

Unfortunately, the fuel tank isn't here. When the beacon flashed at the top of the tower, it was moved into the arena.

Arena - BS4

This cavern is lit by sconces made of bone, giving the entire chamber a warm glow with eerie shadows.

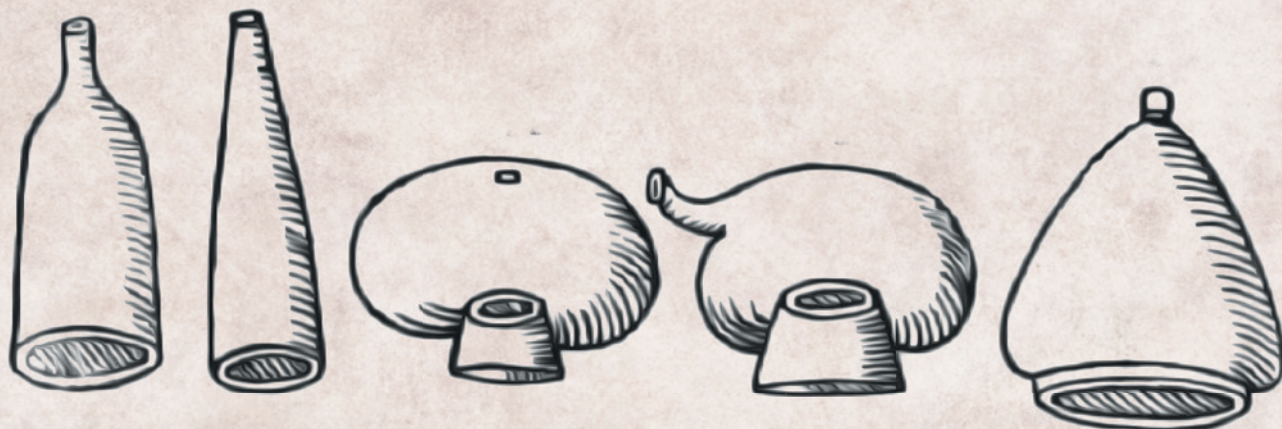
The outer area of the room is raised 10 feet, with seats around the edge. A few tanarukk mill about in the upper area.

The doorway from the tunnel exits into a long ramp down to the center of the arena. In the center, there is a 30-foot wide pit filled with red sand.

A throne rests atop the highest point of the wall. A small tanarukk - roughly the size of a child - sits upon it. It lacks most of the traditional, jagged plates of the other tanarukk and has a tall, wide head. Smiling down from the throne, his lips part to speak.

"Greetings. I knew this day would come, when someone from outside would find their way in here. Yet another disappointment of Gruumsh. So tell me, why are you here? Perhaps an arrangement can be made to both our benefit."

The leader of the Bone-snappers, **Thaddius Grynder** (see appendix B) speaks eloquently and thinks highly of his kind. Understanding that Gruumsh abandoned them, Thaddius is leading the Tanarukks towards greatness outside of the Chrome Spear and the Nine hells. However, until he can formulate a plan, these tunnels are their home.



Thaddius is open to hearing what the adventurers have to say. He offers to help them if they find his staff. If the characters mention the fuel tank, he presents it as a reward.

He calls the Organ-grinders “dirty thieves” for taking it.. It’s a staff made of the spine and skull of his mother. If the characters retrieve the staff, Thaddius commands one of his tanarukk guards to help the adventurers.

Tanarukk Wrestling

Bone-snappers settle their differences with feats of strength. Should the adventurers offend a tanarukk of this tribe, they are challenged to a bout of wrestling in the arena. Once the contest begins, a character must make a Strength (Athletics) check against their opponent’s Strength (Athletics) check. The losing creature is pushed back 5 feet by their opponent. If a creature is pushed outside of the 15-foot-radius ring, they lose.

What’s Next?

Once the characters have the fuel tank and the fiend catcher, they are free to return to the garage where they can fix the machine.

If they won at demon dice against the Organ-grinders, Death offers up a gigantic crossbow the characters can add to the war wagon.

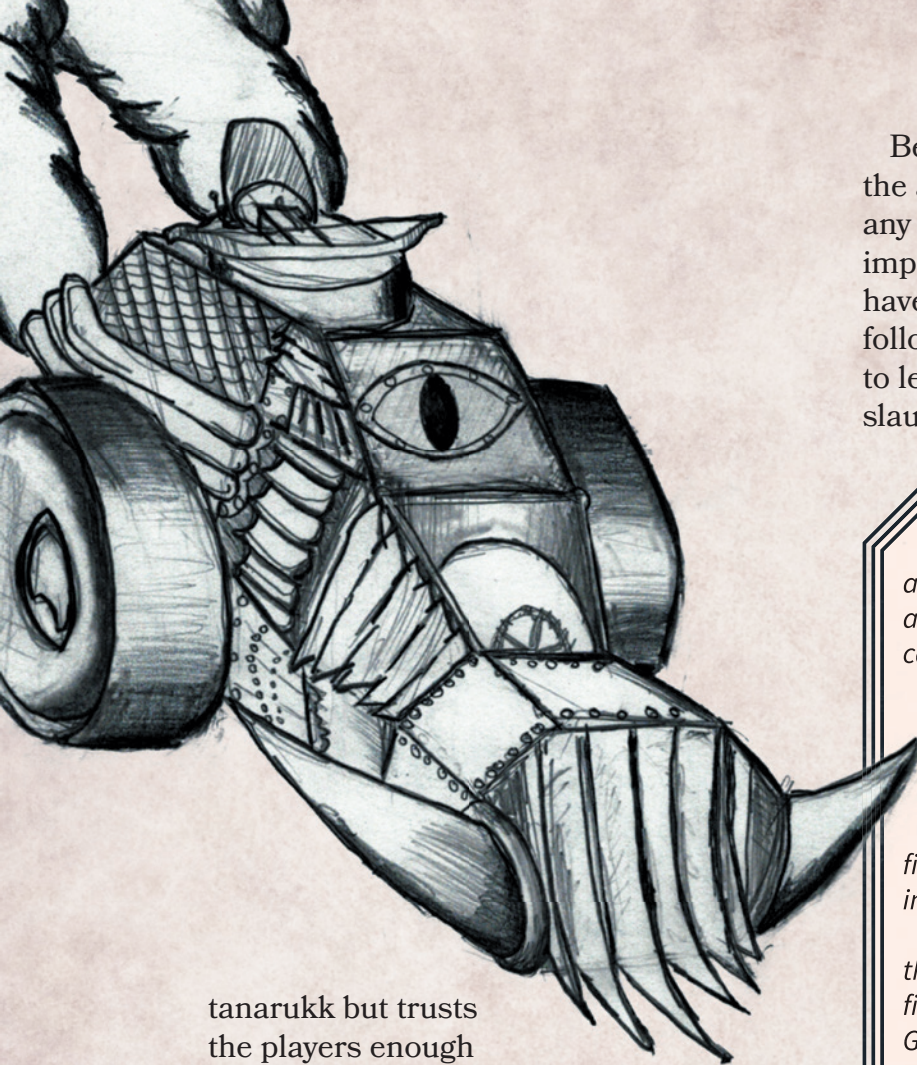
If the characters won at least one wrestling contest, Thaddius offers a magical bone that reinforces the structure of the war wagon.

Return to the Garage

When the characters return to the garage, a number of characters may be with them.

- **Kul’Goran.** The orcish priest is fixing the war wagon. He believes that both Shadow and Kytwrath are too dangerous to be trusted. He dislikes the





tanarukk but trusts the players enough to not argue with their presence.

- **Orcs of the Torn Eye.** The priests of Gruumsh are present if the characters managed to shake them out of their malaise. If the tanarukk are also present, the two groups are in conflict.
- **Shadow or Kytwrath.** Either of these entwined souls might be present. Since Kul'Goran trapped them originally, conflict is guaranteed.
- **The Bone-snapper Clan.** This group tends towards conflict with the Torn Eye or the Organ-grinders. They tolerate Kul'Goran, since he understands how to repair the war wagon.
- **The Organ-grinder Clan.** This group of orcs is aggressive and easily provoked. They tend towards conflict with any other group.

Before further decisions can be made, the adventurers might need to quell any hostilities. If you're not comfortable improvising this sort of social encounter, have the leader of each group tell their followers that they trust the adventurers to lead them to safety. They can save the slaughter of their enemies for another day.

When you return, Kul'Goran has assembled an open cart large enough to hold a score. It lacks weapons, but being able to carry 20 extra creatures could be useful.

Within the hour, the fuel tank and fiend catcher are added to the war wagon.

However, one component remains: fuel. Before it can be started, a fiend needs to be absorbed by the machine, obliterated in the fiend catcher's blades. Kul'goran imparts this information to you in a whisper.

After that, Kul'goran will activate a failsafe that Gruumsh instructed him never to use - the fiery self-destruction of the Chrome Spear. . Gruumsh never wanted his tower or the secrets within to fall into the hands of fiends.

This cataclysmic explosion will devastate the nearby terrain and any fiends lurking outside. If you're not careful, it could spell your doom as well.

At this juncture, the players have to decide:

- Who will be sacrificed to power the vehicle? The more powerful the fiend, the more mileage they will get.
- Will they risk the explosion in order to gain a head start? It could end up damaging the vehicle.

If they possess an item from Death and/ or Thaddius, will they take the time to attach them?

Get to the PORTAL!

Cool heroes don't look at explosions! (players choose to explode tower)

The war wagon bursts through the wall, sending sheets of scrap metal as shield-sized shrapnel. "Take it easy. I'm trying to cast a spell back here," shouts Kul'goran.

Devils and demons gape in awe as the War Wagon soars overhead, crashing to the ground in a cloud of orange dust and rocky debris.

As they stare, the horde doesn't seem to notice the rumbling earth beneath their feet. As they begin to give chase an orcish word echoes from within the tower - "Die!"

Suddenly, the tower explodes, shooting shards of metal and stone in all directions. The fiends around the tower are crushed, maimed, and pierced in a storm of debris. You are blinded as the incendiary cloud rushes past the war wagon. There is only the roar of its engine, the pudder of debris, and the sizzling of flesh.

Any exposed character on the war wagon - those sitting in a weapon station or at the helm - must make a **DC 15 Dexterity saving throw**. On a failure, a character takes 28 (8d6) fire damage, or half as much on a success.

The war wagon must also succeed on a **DC 15 Dexterity saving throw** or be knocked onto its side by the force of the blast. To flip it back upright, enough creatures must use their action to flip it. This requires their a combined Strength score of 40.

Real heroes don't CAUSE explosions! (players choose not to explode tower).

The war wagon bursts through the wall with gusto, sending sheets of causing scrap metal as shield-sized shrapnel.

Devils and demons gape in awe as the War Wagon soars overhead, crashing to the ground in a cloud of orange dust and rocky debris.

The assembled horde give chase as a massive, chaotic mob. . Demons go down on all fours to speed themselves up, while winged devils soar overhead.

You steer the war wagon towards the portal from which you arrived. Kul'goran grabs a t-shaped bar. He cocks his head with a wry smile and shouts, "Let's give them a real chase, shall we?" He throws the lever forward, causing the War Wagon to rapidly accelerate. You sink into your seats as the vehicle howls across the rocky hellscape.

The Chase

The chase here is unlike those in *Baldur's Gate: Descent into Avernus*. The rules below are for a chase involving a fiendish horde.

War Wagon. The statistics for the war wagon itself are in appendix A and follow the same format as *Baldur's Gate: Descent into Avernus*. Feel free to use this vehicle in that adventure as well.

Distance

Rather than feet or miles, this chase measures distance using the following range bands: **adjacent**, **close**, **far**, and **distant**.

Creatures that are **adjacent** can make ranged Attacks against the war wagon or

its exposed occupants. Exposed occupants can likewise make ranged Attacks against adjacent creatures. Creatures in this range band can also try to board the war wagon and make melee Attacks (see below for more information).

Creatures that are **close** are limited to ranged attacks or spells that do not have a range greater than 60 feet.

Creatures that are **far** are limited to ranged Attacks or spells with a range no greater than 120 feet.

Creatures in the **distant** range are limited to spells that are greater than 120 feet.

Movement. If the war wagon moved on a turn, creatures ahead of the vehicle move one band closer. Creatures not ahead of the vehicle move one band further away at the start of the turn. If a creature is not ahead of the vehicle and in the distant range band when the vehicle moves, they are removed from chase.

Every hour of movement burns one unit of fuel. This means the war wagon needs at least five units to make it to the portal.

Creatures on foot can use their entire turn to move up or down a band. To do so, they must succeed on a **DC 15 Constitution saving throw**.

Running The Chase Scene

- Step 0: Determine the number of enemies starting
- Step 1: Vehicle turn
- Step 2: Check for new enemies
- Step 3: Complications

Step 0: To determine the number of horde fiends ahead of the war wagon. There are a number of **horde fiends** (appendix B) equal to the number of passengers on the War Wagon in close range. At far range there are a number equal to the number of adventurers, and half as many at distant

range. Remove 2 from each band if the tower exploded. Add one to each band if the wagon was hooked up.

Step 1: The war wagon takes a turn. A character at any station on the war wagon can take the actions described by their station. The cart (if present) counts as another station that can hold up to 20 creatures. Creatures in the wagon have half cover. Creatures inside the vehicle interior have total cover but otherwise can take actions within.

Additionally the character steering the War Wagon can attempt to use the fiend catcher on any creature in an adjacent band.

At the end of the vehicle turn, move all creatures that are ahead one band closer. Then, move all other creatures one band further.

Step 2: Creatures take their turns, starting with those in the adjacent band and moving outward..

A creature can use its entire turn to move up a band, or it can simply use its action to make an Attack. A creatures can also use its movement to mount the vehicle with a successful **DC 15 Strength (Athletics) check**. Once aboard, a creature moves With the vehicle.

Creatures aboard the vehicle can use their actions against the war wagon or any creature at a station as if it were adjacent, however these actions suffer disadvantage while they climb.

Once all enemy creatures have taken their turns, any creatures in the adjacent band but not mounted on the vehicle are now considered behind it. When the vehicle moves, they get further from the vehicle instead of closer.

Step 3: Check for complications by rolling on the chart below:

Afterward, roll 1d6 new horde fiends in the far range band and 1d4 new horde fiends in the distant range band. Then, return to Step 1.

**d10 + units of fuel
in the war wagon Complication**

1-14	Nothing happens.
15	A rocky protrusion causes the war wagon to nearly flip. Any character in the helm station must succeed on a DC 15 Strength (Athletics) check to keep steering. If the character is proficient with Vehicles (Land) they can add their proficiency modifier to this check. Failure results the war wagon flipping on its side (see above, exploding the tower).
16	From the sky, a large flock of flying horde fiends descends onto the war wagon. Roll 1d4+1 to see how many land mounted on the vehicle.
17	The war wagon drives through a valley of spiked terrain. In addition to making things difficult to see, this slows the war wagon. Creatures do not fall behind the vehicle this turn.
18	A fireball from the sky falls down upon the war wagon (see Fireball earlier in this chapter).
19	The war wagon must jump a chasm. The war wagon attempts a DC 15 Dexterity saving throw . On a success, the wagon jumps the gap with no issue, but failure results in a crash. Creatures inside the vehicle take 9 (2d8) bludgeoning damage. Those clinging to the wagon fall into the chasm. In addition, for the next 3 turns, enemy creatures do not fall behind or get further away from the war wagon.
20	The war wagon emits a loud burp. The fuel tank loses a unit of fuel.
21	Blood surges through the pipes of the war wagon. This process consumes a unit of fuel, but all weapon Attacks do double damage.
22	The war wagon speeds forward due to a malfunction. This consumes a unit of fuel. Any creatures behind the vehicle are now one band further away. All those ahead of the vehicle are one band closer. Any adjacent creatures are now behind the war wagon by one band.
23	The war wagon tries to turn its weapons inward. This uses a unit of blood. For each weapon station, attack a single target inside the vehicle. This attack roll is +7 to hit.
24	The war wagon uses the fiend catcher on a fiend in the adjacent range band (no action required). This uses a unit of blood..
25	The war wagon stops moving. All blood in the fuel tank immediately coagulates, forming a blood demon (see Appendix B).

The total number of rounds is up to the DM. Here are some suggestions for controlling the length of this chase:

- 10 turns, after which the characters are no longer harassed.
- After 3 complications are rolled, the next turn becomes the final turn.
- After the adventurers have defeated all foes in front of them at least twice.

Stranded. If the vehicle is destroyed, it can be repaired. However it's unlikely this can be done while swarmed by enemies.

A powerful creature might exert dominance over the rest of the pack while remaining a threat to the characters. Perhaps have fireballs rain down from the sky, destroying a large number of fiends before they reach the adventurers.

Once the characters make it to the portal, they can decide whether to abandon, destroy, or take the war wagon with them.

Concluding The Adventure

Glory to Gruumsh.

In Baldur's Gate, Nakar the Crimson will be happy to see the bandage of Gruumsh. She is spirited at the prospect of reinvigorating her people and leading them to glory.

However, she wonders if the tanarukk of the tower weren't correct. Maybe moving beyond Gruumsh and his war-hungry commands would lead them down a better more fulfilling path.

The party can continue to work with Nakar the Crimson to shape the destiny of all the orcs of Faerûn.

A Fiendish Plan.

The item Kul'goran creates for the adventurers should affect all orcs on whatever plane it is unleashed. This would allow Talgaruk to transform all orcs into tanarukk. Or it might allow the adventurers to craft a magical spell that makes orcs less devoted to Gruumsh, so that they might integrate with the rest of the world.

Regardless of the adventurers' intentions, the item is of great power. It's sure to be noticed by other high-profile creatures in the Forgotten Realms.

The Nine Hells.

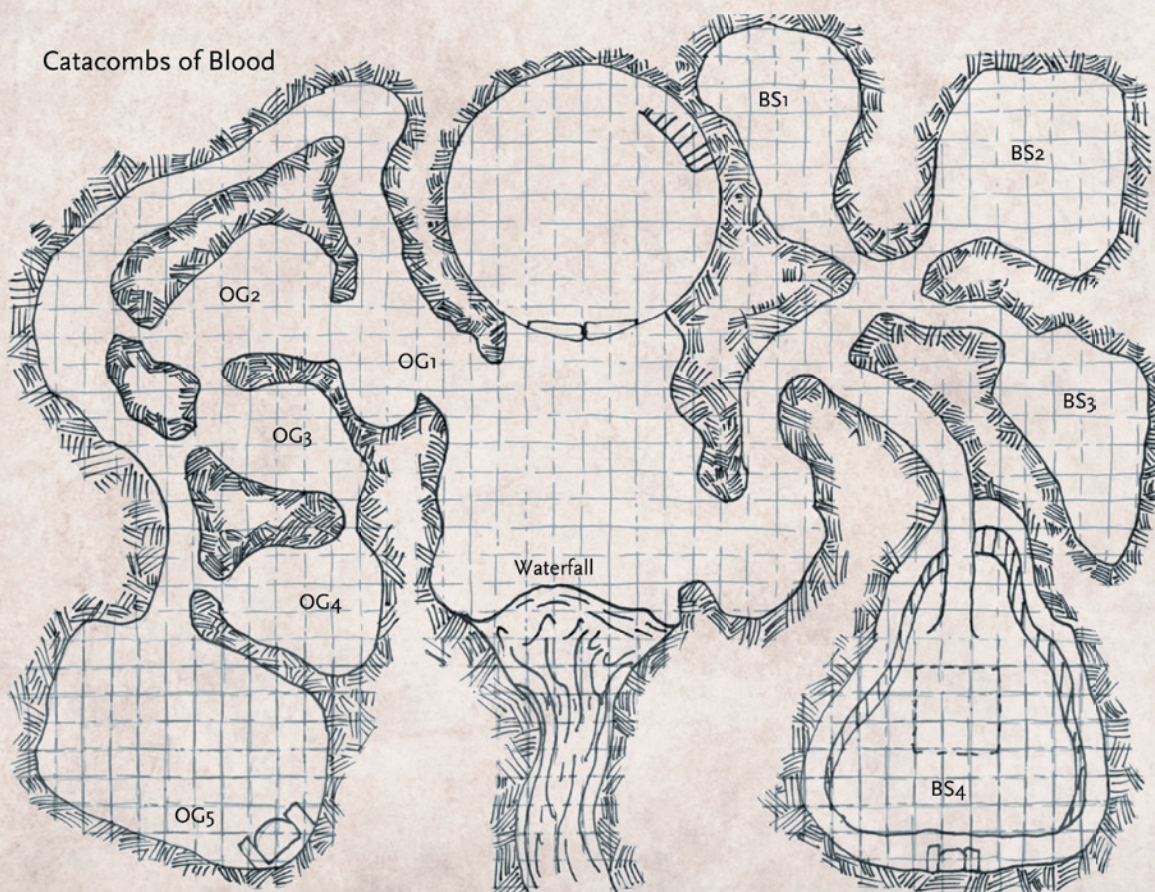
The patron is pleased to see weapon in possession of the adventurers. The patron asks the party to step aside and attempts to destroy the War Wagon.

As the DM, feel free to have it melt into chrome slag immediately and offer the characters a reward crafted from its silvery waste. Perhaps the vehicle resists this destruction, and their fiendish patron asks them to find suitable tools with which to unmake Gruumsh's War Wagon.

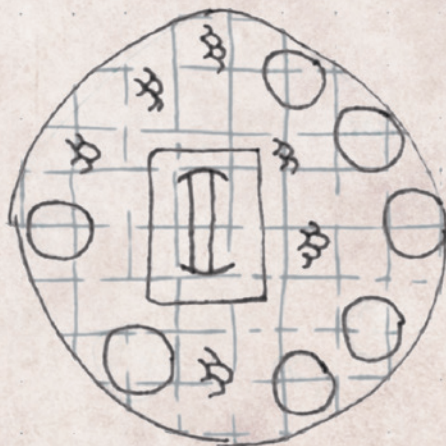
Aiding Kul'goran.

The priest still wants to take his people and find their way to the plane where their Gruumsh resides. The adventurers could assist with this task. Additionally if they have the items for the Glory to Gruumsh or Fiendish Plan plot hooks, those items could be used to cure the Tanarukk who escaped hell with Kul'Goran.

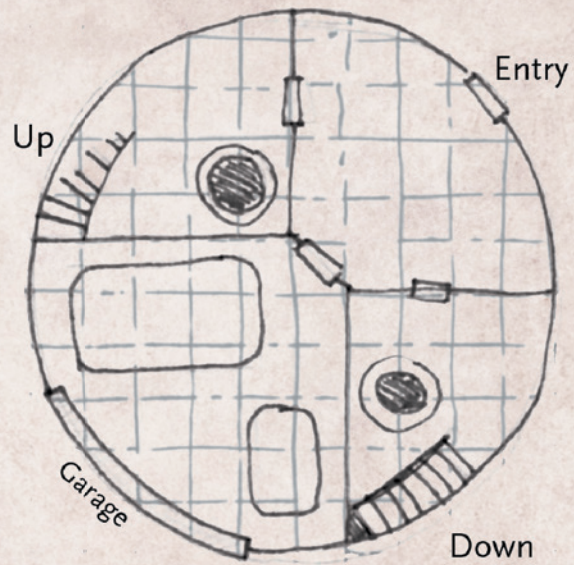
Avernus: Maps



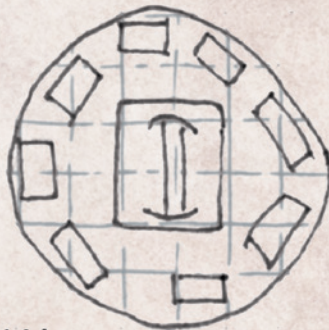
Hall of Ascension



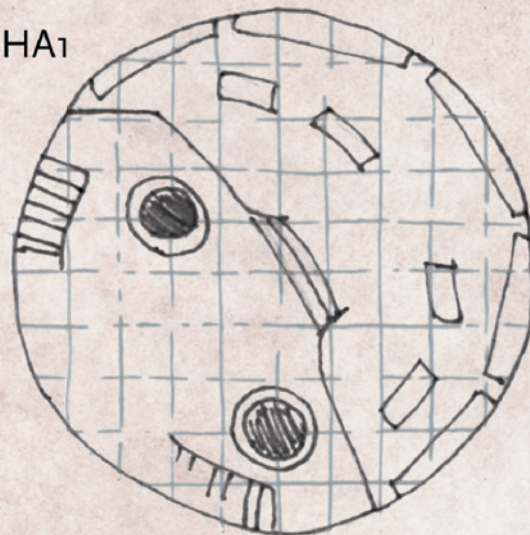
HA3



HA1



HA4



HA2



HA5





MISSION: DIS PROTOCOL



“If you want to shake hands with the devil, that’s fine with me. I’ll just make sure that you do it in hell.”

– Eugene Kittridge, Mission Impossible

This adventure is designed for 7th to 10th level characters and is optimized for 5 characters with an average party level (APL) of 9. The adventure contains a large “sandbox” section in the City of Dis, but regardless of the party’s exploration, the adventure always provides guidance to advance the story.

Adventure Background

Every day, the Blood War results in the obliteration of entire armies of devils, their equipment lost to the never-ending onslaught of the demon horde. One layer below the vast battlefields of Avernus, the massive industrial complex of Dis produces weapons, ammunition, and infernal war machines to replace that equipment. Petitioners are condemned to work for many eternities in the mines and factories of the Iron City of Dis. One such punished soul is Lodessa

Naxai. Lodessa was a rich merchant in her former life. The Diabolical Court of Phlegethos sentenced her to sixty-seven eternities of Blood War labor for a theft from the Church of Asmodeus. Prior to her death, Lodessa struck a deal with an infernal lawyer, an arcanaloth named Ramashka. She's been tasked to prove Lodessa's innocence and free her client from the mines of Dis. For that, Ramashka must retrieve a document from the Archives of Dis that binds Lodessa to her sentence—The verdict infernum. A band of expendable adventurers is a great way to accomplish that goal.

Adventure Hooks

Waking at the Styx

The adventure begins along the shores of the River Styx. The party wakes up with a gap in their memories, unaware of how much time has passed. If you use this hook, the last memory the party has is meeting Ramashka (see “All Rise”).

Meeting Ramashka in Hell

If the party is already in the Nine Hells, the party encounters a branch of the River Styx. A servant of Ramashka, a merrenoloth (appendix B) by the name of Odus, awaits them on the banks. He offers to help the party escape this layer of Hell on his boat. To increase his credibility, he asks for a single gold coin as fare. Once they have sailed into the next layer, a fox-like humanoid known as an arcanaloth, dressed in rich and clearly arcane garments, teleports onto their boat.

Meeting Ramashka in Baldur's Gate

If the party is in a large city such as Baldur's Gate, a servant of Ramashka will approach the party: a jolly young kobold by the name of Snip. He wears a brown leather vest and cap. After exchanging pleasantries,

Snip proposes a well-paying job to save a prisoner. He leads them into a dark, empty alley and opens a small wooden door in the wall. Inside, a summoning circle set around a triangle glows faintly red. Snip then shouts toward the ceiling, “Master, I found new helpers!” Moments later, Ramashka appears on the circle.

All Rise

Ramashka will introduce herself with a wicked smile on her face:

The arcanaloth keeps her fox-like snout pointed slightly upward, as if constantly sneering downward at lesser creatures. She extends a limp hand towards you, waiting for you to either kiss her many rings or curtsy.

She raises her eyebrow and gives a wide, wicked smile that reveals her rows of carnivorous teeth. “Such a delight to meet you, my darlings. My name is Ramashka. I’d like your help. Your mission, should you choose to accept, involves liberating a prisoner of war. You will be briefed on the details as you progress. Expect a handsome reward if you bring the mission to a successful conclusion.”

Adventure Summary

After waking up at the River Styx with a gap in their memory, and only a mission note to go from, the party eventually finds their way into the Iron City of Dis. Here, they meet their informant, a wealthy **green abishai** named Seth. He gives the party their mission: retrieve a document from the Archives of Dis and save Lodessa's condemned soul. Lodessa's crime? Stealing a scroll of true resurrection from the church of Asmodeus to revive her lover, who died due to making a bad deal with a devil.

The heist involves a series of quests: gather intel, prepare the heist, execute the heist, and escape Seth's trap. During and

in between these quests, the party has the chance to explore many hellish locations in the City of Dis.

In the end, the party will have to make a difficult choice: condemn or free a soul.

About Dis

Dis is the layer of the Nine Hells on which the Blood War is fueled. A million souls are enslaved to mine the iron that composes the thousands of war machines on the frontlines of the Blood War.

A metropolis of gigantic proportions marks the center of the layer. The home of the archdevil Dispater rules the skyline, constructed purely from Baatorian green steel. Even in name, the Iron Tower is yet another facade in Dispater's realm. Any devil close enough to see its chipping paint can tell you that the Iron Tower is actually constructed from Baatorian Green Steel. Its true size is unknown, as it disappears up into the cloud of smog that hangs over Dis - a product of countless factories spread throughout the city.

Outside the Iron City lie mountains and ravines littered with mines, connected by roads of hot iron. The passage of time here is experienced by enslaved souls in shifts. Days and months have no meaning in Dis. These souls spend half an eternity working, and half an eternity reflecting upon their sins in torture, endlessly alternating between the two.

Shifts

The common unit used to measure time is a shift. The length of a shift is a relative experience to an individual creature. A tortured soul may perceive a shift to take an eternity, while merely four hours pass for a planar traveler. Devils attribute little value to mortal time, but shifts allow them to align their infernal tasks.

The characters perceive a shift as roughly 4 hours, though the exact time may vary by an hour or two. A shift can be observed by the transformation of Dispater's tower and the movement of city streets. A shift occurs at various points in the adventure, but it can also happen at the DM's discretion. Let the players know when shifts change, and keep track of them as they influence some events such as the **shifting shadow** described in Layer Effects. A day is always six shifts, and characters can only long rest after six shifts have passed.

Layer Effects

Rooted Suspicions. Nobody trusts each other. Paranoia runs rampant and everyone suspects that anyone can betray them. For this reason, the suspicion level in the city can rapidly rise.

Each time the characters attract attention, they raise the suspicion level of the city. Suspicion penalties are marked in bold under individual encounters and events. If the suspicion counter hits 10, the characters have failed to keep a low profile. They have attracted too much attention and spies have gotten word on their plans. The Archdevils now suspect an attack on the Archives, put the building in lockdown, and perform extensive house searches. The mission will be on hold for 5 (2d4) days as suspicion levels slowly drop. While the characters can hide in Seth's abode during this time, the whole ordeal leaves them all with a long-term paranoia effect (see Paranoia).

Shifting Shadow. At the beginning of every shift, Dispater's Iron Tower twists itself into a different shape. The shadow of the tower has a life of its own, writhing and angling over different parts of the city like a black snake. Wanderers caught in the tower's shadow suffer a paranoia effect. They feel a thousand eyes casting silent judgement and

a thousand whispers spreading unintelligible rumors behind their backs.

The shadow shifts once every four hours (or more often, at the DM's discretion). If the characters are outside during a shift, the tower's shadow is cast over them. A character within the shadow must succeed on a **DC 10 Intelligence saving throw** or gain a paranoia effect from the Paranoia table.

Burning City. The walls and floors of the city are burning hot, sometimes spontaneously combusting yet never melting. Walking outside without protection is dangerous to those not resistant or immune to fire. A mortal creature without devil heritage, fire resistance, fire immunity, or some other form of protection from flame can only walk in designated ditches, specifically built for those creatures. For every 5 feet a character without protection moves outside these ditches, they take 1d4 fire damage.

Overseers. The skies above the city are brimming with flying devils. In addition, overseers scour the city from their towers, apprehending any intruders in Dispater's realm. The safest way to travel through the city is through alleyways and via trench roads that are sunken ten feet into the ground. Characters who travel in plain sight may draw attention from air patrols. A successful **DC 15 Dexterity (Stealth) check** avoids detection. On a failed save, roll on the Random Encounters table below. If a Charisma (Persuasion, Intimidation, or Deception) check fails on an enemy, or an enemy flees from battle, the incident is reported to a superior. If a guard or superior is notified this way, *increase the suspicion level by 1*.

While flying in the sky, only invisibility can avoid detection, but even this is not safe from the eyes of many devils in the sky. **Pit fiends, erinyes, orthon**s (appendix B), and

archdevils all have truesight. A successful **DC 18 Dexterity (Stealth) check** avoids detection while invisible in the air. The sky is practically off-limits.

Paranoia

Dispater's prominent feature is paranoia. He suspects every other devil is out to kill him, and his delusion has rubbed off on every corner of his layer. The city's inhabitants are extremely wary of one another, on the verge of betraying anyone to save their own hide while desperately trying to keep everyone a friend. Those who make the mistake of trusting a friend too much will quickly find themselves backstabbed, demoted, or killed. Paranoia is the primary reason for the unstable state of Dis. Every door has three locks. Every spy is spied upon. Every sentence spoken is met with suspicion.

Some effects cause short term paranoia. Roll a d6 on the table below. These effects subside after a long rest. After a tenday in Dis, the paranoia effects become long term. These effects can be removed with lesser restoration. After one month, paranoia effects become permanent and can only be removed with greater restoration.

d6 Paranoia Effect

- | | |
|---|---|
| 1 | I suspect one of my friends plans to steal from me, but I don't know who. |
| 2 | I frequently hear people gossip and say my name behind my back. |
| 3 | I think that everyone is lying or withholding information from me. |
| 4 | I sometimes see eyes watching my every move from the shadows. |
| 5 | I am convinced a friend will betray me by the end of the day. |
| 6 | I know that the walls have ears, so I must only whisper and use gestures. |



Random Encounter Table

d12 Encounter

- 1 1 **barbed devil** threatens to call the guards unless they are bribed with coin.
- 2 1 hungry **fire snake** attempts a surprise attack on the party.
- 3 3 **imps** bully and try to steal the party's stuff.
- 4 1 paranoid **yagnoloth** (appendix B) walking its 3 **giant fire beetles** on a leash believes the party is out to steal its beetles.
- 5 2 **spined devils** inquisitively descend upon the party. They demand a "mortal tax" be paid - 20 gp per mortal.
- 6 A **chain devil** transporting ten **prisoners of Hell** wants to add the party to its collection.
- 7 A street patrol of 4 **spined devils** asking for their street permits
- 8 1 **erinyes** who, in her paranoia, believes the party is responsible for her recent demotion, wants revenge.
- 9 1 **kobold scale sorcerer** (appendix B) and its 4 **smoke mephits** servants mug the party
- 10 1 starving **nupperibo** (appendix B) attacks from an alley. Its vermin attack first.
- 11 A pack of 3 **hell hounds** attack the party from an alley.
- 12 1 **firenewt warrior** (appendix B) sells ground fairy powder for 20 gp on the street. The powder is useless.

The Marauder

The marauder is the Chief of Infernal Security in the City of Dis. Once a pit fiend, the marauder has been demoted to a **horned devil** by Titivillus after an act of insubordination. This left him extremely bitter and resentful. He lets his anger out during prisoner interrogations.

His bitterness and resentment had a severe effect on his physical appearance. His wings and skin are as black as demon blood, his eyes glow crimson red, and his tail is split in three. Aside from Titivillus and Dispater, the marauder is unrivaled. No other devil dares to defy him.

The marauder can be found in appendix B. The marauder also wears a *Helm of Teleportation*, which is included in his stats.

The Heist

Prologue

The party wakes on the shores of the River Styx in Dis, the second layer of Hell. Read the following paragraph.

A cacophony of hollow, haunting wails shock you into consciousness. You open your eyes, expecting to be in a sauna due to your sweat-soaked clothes. Instead, you see an orange, mountainous landscape under a dull, green sky. The foul smell of rotting fish accompanies the ghastly river nearby from which the wails emanate. You can't remember how you got here.

The sand in which the party lays is uncomfortably warm to the touch and the area is littered with volcanic rock and boulders that obstruct one's view. The river is brackish green and siphons memories from those foolish enough to approach its banks. Near the river, a metal road winds around the scattered rocks.

Each character wears a necklace with a piece of obsidian that allows for speaking and hearing infernal in the second layer of Hell. In addition, one of the characters clutches a note, which reads:

Agents, you currently suffer amnesia as a side effect of travelling the River Styx. This note serves to fill the gaps. You are on a mission to retrieve a document from the Archives of Dis - an infernal verdict concerning my client, Lodessa Naxai. Your first task is to find an undercover informant by the name of Seth in the City of Dis. Your mortal presence will attract attention, so be discreet. I can't promise I'll retrieve your soul should you loose it out there.

Good Luck, Ramashka

*P.S. Avoid the shadow of the Iron Tower. It can be a bit overwhelming for newcomers.
This message will incinerate in 3... 2... 1...*

The message spontaneously burns to ashes after someone finishes reading.

The Skull Road

The road is made of cast iron draped over thousands of smashed skulls. The iron is scorching hot. If a creature ends its turn on the road, it receives deals 3 (1d6) fire damage. It does not matter which direction the party travels. The road always leads to the city walls. The road branches into the mountains, whose peaks are home to infernal fortresses.

The road appears abandoned for a long stretch, but eventually the jangling of chains can be heard. A **chain devil** leads twenty formless, vaguely humanoid beings forward with chains that seem to be alive.

A successful **DC 10 Dexterity (Stealth) check** allows the party to pass by undetected. On a failed save, the devil takes note of them for a moment, lets out a horrible scream, then proceeds on its journey. Any attempt for interaction provokes the devil, which will send its twenty **lemures** after them. You can use grouped enemies to simplify combat (*DMG: Handling Mobs*).

You have been travelling the road for what seems to be a whole day, avoiding detection from an increasing amount of devils and enslaved creatures. Some do spot you, giving you a spiteful glare, but none go out of their way to assault you.

At last, you turn a corner and watch the road slope down for a mile toward a massive iron wall shielding a city of massive proportions. Buildings stretch towards an infinite horizon. The cacophony of clanging metal and grinding gears echoes inside the city wall. In the center of this city, a colossal black tower reaches up into a blanket of black smog emanating from the cities many industrial pipes. It casts a looming shadow over a part of the city that seems to move on its own. A humongous 60-foot tall gate greets you menacingly.

As the party approaches the gate, they see an **imp** appear on the road out of nowhere. Its wings have been cut off and it is walking away from the city in a sorry state. Though the party can talk to this imp, it replies in a defeated tone as it has just lost its job as a messenger. The message it failed to deliver on time is still branded on its back, but heavily lacerated. It was addressed to **marauder**, a vicious horned devil in charge of the city's infernal security, but the imp got distracted by the delicious food

in Damnation Square. After indulging in pleasure and being late for the third time, the messenger has been stripped of its name, rank, renown, and all possessions. It is now on its way to drown itself in the Styx to be reborn as a lemure, starting over with a clean slate. The message burned into its back is written in infernal and lacerated, making it very hard to read. A creature who knows infernal can make a **DC 18 Intelligence (Investigation) check** to read the message: "To the marauder. We learned Ramashka was recently [unreadable] the city. Her intentions are as of yet unknown. We've [unreadable] the patrols on the most vulnerable places. Awaiting your commands".

Traveling further up the road results in the abrupt teleportation of the party to the inner walls of Dis (or perhaps the city teleported around the party).

Entering Dis

You find yourself suddenly surrounded by all manner of fiends - devils, yugoloths, abishai, tieflings and the occasional rakshasa or night hag. The city of Dis appears to be a busy place. Fiends bustle about, unshaken by rapid transmutations of entire city blocks that happen without warning. Cube-shaped structures of cast iron make up the majority of buildings in Dis. As you finally begin to get your bearings, your boots begin to melt into the burning pavement.

The party appears on the scorching hot streets. Each character must succeed on a **DC 10 Dexterity saving throw** or take 12 (5d4) fire damage.

Those unprotected from the heat can walk in narrow ditches dug beside the roads. Though these trenches are still uncomfortably hot, they are not harmful.

The party may fashion other ways to protect themselves from the heat of the roads and walls. Not long after their arrival in Dis, they will attract the attention of several denizens.

An amorphous blob of flesh throws itself at your feet. A hollow voice emanates from one of three holes that could be its mouth. Two eyeless black holes gaze up to you. "Redeem me! I beg you! I admit my sins!" A shadow falls over the pitiful creature. "There you are, Sorrow. Get back to the factory. We'll talk about this later." A humanoid tiger in extravagant clothing watches with a grunt as the poor soul cringes and quietly retreats into a building. "Useless bunch, but it'll learn its place soon enough. You don't seem to be from here. New in town?"

If the party confirms they're new to the Iron City, the **rakshasa**, Valik, warns them that the devils here do not take kindly to travelers without official business. She advises them to stay in the trench roads and avoid any devils if possible. Valik knows a rich snob of an abishai living in the upscale part of the city named Seth. Abishai are more talkative, and as servants of Tiamat they enjoy diplomatic immunity in Dis. Seth usually resides east of Damnation Square, depending on the time of day. Valik explains the changing of the city streets per shift.

If the party denies being new, Valik will inquire about their business, then wish them a pleasant day and walk off.

Approaching any abishai will be a challenge. None are pleased to talk to mortals. They are vicious, impatient, and short-tempered creatures. However, getting to the point quickly helps. An abishai would rather bark the answer and be left in peace than start a fight. Immediately asking for Seth will get the party the direction they need to go.



Finding Seth's abode without any directions takes the party through two random locations before ending up in 'Agony Avenue'. From there, they can find the correct door to Seth's abode. If they received directions, the characters only pass through one random location. Use the Random Locations table to determine the locations through which the party passes.

The Informant

Seth's abode has the likeness of a rich noble's villa, albeit more ominous in appearance. The ironclad road winds up a low hill leading to the house.

This 50-foot-square iron cuboid is 25 feet tall with a smaller cuboid on top. Several reinforced windows are located high above the ground. A black dragon head serves as a knocker for its thick metal door, which is spotted with patches of rust. On the far side of the abode, there's another 20-foot cube connected to the house with a large, open hangar door.

The knocker on the front door makes a sharp, metallic sound like the clang of a blacksmith's hammer that reverberates through the entire building. A voice greets the party, not from behind the front door, but in their heads.

A deep and raspy voice speaks, "Who disturbs the house of Seth?" From the garage on the far side of the house, a **gray slaad** emerges, wiping black ichor from his hands with a towel.

The gray slaad is a servant of Seth named Molgog. Seth has a slaad control gem that subjugates Molgog to its wishes. Molgog has been employed as Seth's personal

driver, bodyguard and henchman for many years, during which time Molgog has earned a certain degree of freedom. However, Malgog's loyalty is an act. He's been plotting his escape in secret since the day he was bound by Seth's gem. Malgog has been in communication with Ramashka, who agreed to help him escape if he assists the characters in the heist.

Molgog knows of the secret mission, but tests the characters' discreteness when inquiring of their business in Dis. If the party tells the truth about the heist and Ramashka, he warns them not to trust anyone so quickly. Otherwise, he compliments them on their discreteness.

Molgog leads the party into the house and instructs them to wait on his master. Seth, a **green abishai** (appendix B), descends a gaudy spiral staircase. Unlike the other abishai, Seth welcomes the party warmly.

Once introductions have been made, Seth leads the characters into its library for further mission briefing. Almost all of the books are in infernal or draconic. In the center of a ring of curved bookshelves, a tanned hide spans a square table. An abstract map of the City of Dis has been burned onto its surface.

Your mission is to acquire Ramashka's verdict infernum, a document that binds a soul to a sentence in the Diabolical Courts. The soul in question is that of Lodessa Naxai, a client of Ramashka who has been sentenced to work in the mines of Dis for a theft.

The document is located in the Archives of Dis, a large pyramid structure that holds all the documents of enslaved souls on this layer of hell. You must find it and bring it back. Once Ramashka has the original document, she can free Lodessa's soul in the Diabolical Court. But that is beyond your mission. Your task is to return the verdict infernum back to me. Questions thus far?

The abishai will answer their questions to the best of its abilities. It knows Ramashka is an arcanaloth lawyer, one of the best in the lower planes. Ramashka hires Seth as an undercover informant. She cannot enter the city herself as her presence would arouse suspicion. Recovering the contract would then be impossible. Many devils possess truesight and would spot Ramashka regardless of her disguise.

Your first objective is to gather intel. Enter the Archives and find out which of the six vaults contains the document. You should also search for clues to the vault keys. Each key takes the form of a vial of blood from a ritual sacrifice.

After we know the location and key, we infiltrate the Archive via the ventilation shafts to get past the high security area. If your intel checks out, you should end up right at the vault door.

Get the document, exit the compound, and return here. That is the job. I will inform you on the details as you progress. We will begin whenever you are ready. Questions?

Seth shares as much info as it can on the shifts and various locations in the City of Dis, should the party ask. It offers them two bedrooms and food, but forbids them to enter any door other than that of the dining room.

Seth's Abode

The front door leads into a round open area, beautifully decorated with mahogany wood, plants, a fresh water fountain, colorful tapestries, and several comfortable chairs and couches. Standing in this place, one would almost forget they are in Hell. A large curved stairway spirals to the second level.

Ground floor

Three doors are located in each direction. One door leads into Seth's private library,



GATES OF DIS



666 TORMENT STREET



ARCHIVES OF DIS



IRON TOWER



AGONY AVENUE



SOUL SPIKES



DAMNATION SQUARE



THE PRISONS



NOBLE DISTRICT



MANGLER MILL



EMBER ENCLAVE ALLEYS



HELLSCREAMER FACTORY

another leads into the storage rooms and garage. The third door leads into the dining room and kitchen.

The Library. This room is locked in triplicate and can be opened with three successful **DC 15 Dexterity (thieves' tools) checks** or with the key in Seth's chamber. It contains several bookshelves on subjects relating to the arcane arts and draconic origins. It has one table with an animal hide spanned over it. A **DC 12 Intelligence (Nature) check** reveals it to be made from a stench kow (Volo's Guide to Monsters). Burned into the hide is a crude and abstract map of the City of Dis (appendix C).

The Garage. The garage is a small room containing in iron sphere with the words "Quake Engine" (appendix B) painted on its surface as a red decal. Three metallic bands decorated with rows of long spikes serve as the wheels of this contraption. There are four seats inside the sphere. Up to seven medium creatures can squeeze inside. Various levers control the Quake Engine, and a coin slot marks the ignition mechanism. It requires a soul coin to fire up.

First Floor

The first floor has Seth's and Molgog's private chambers, a shrine devoted to Tiamat, a room with an empty cage, and two spare bedrooms.

Cage Room. This room is secured by three locks and can be opened with three successful **DC 12 Dexterity (Sleight of Hand) checks**, or with the key in Seth's chamber. A large cage containing an antimagic field stands in the center of the room, magically glued to the floor. A receipt of the cage reads: "Baatorian green steel anti-magic cage, 1 unit, 13,460 gp". A manual lays inside a drawer of a nearby workbench detailing the specifications of the cage - an extensive chapter of hazard warnings, legal ramifications, terms of use, and an emergency deactivation phrase in infernal, which reads "Hnarr zisdin sohoznitaa'ol" (this roughly translates to "Seven plums

burn in unison"). A successful **DC 18 Intelligence (Investigation) check** reveals it's just a randomly generated passphrase. Speaking the phrase deactivates the antimagic field and detaches the cage from the floor.

Molgog's Chamber. Molgog's private chamber is devoid of furniture. His belongings are scattered on the floor. This includes unfinished food bowls, technical manuals on infernal engines, and hastily scribbled notes in Slaad. Behind a dull curtain, a conspiracy board hangs on the wall. It has some notable locations from the city of Dis, drawings of various individuals, pieces of infernal texts from local newspapers, and several charcoal lines drawn between them. Some names, faces, and locations are circled or underlined. A **DC 14 Intelligence (Investigation) check** reveals the following information.

Molgog is imprisoned by Seth, though he doesn't let anyone know. Seth has a control stone that gives him control over the slaad. Molgog has been plotting his escape since day one. By allying with Ramashka Molgog has created the perfect opportunity to escape Hell with the party using the Quake Engine - once the mission is complete.

Seth's Chamber. Seth's private chamber is set up with a permanent alarm spell. Trespassing into the room will sound a screaming alarm, alerting both Seth and Molgog. Luckily, Seth isn't in the room and the trespasser has three rounds to hide or leave before someone shows up. In the event the trespasser is caught, Seth boots them from his abode and wishes them the best of luck in Hell. A first glance, the room contains three notable items: a letter, a two-inch medallion, and a chain of keys.

The letter is from Ramashka. It is an agreement for the payment of 23,400 gp for arranging the heist. The medallion is a soul coin. The key unlocks the cage room, library, and shrine room.



Second Floor

The second floor is located inside the smaller cube on the roof. It's a peaceful place for quiet contemplation, decorated with exotic plants and benches adorned with colorful pillows. A stained glass roof casts shades of red on the walls. A door leads onto the roof, where the arid reality of Hell dries one's skin in an instant.

The Shrine. This room is also protected by three locks and can be opened with three successful **DC 12 Dexterity (thieves' tools) checks** or with the key in Seth's chamber. This small room contains a shrine with a statue of a five-headed dragon. A **DC 10 Intelligence (Religion) check** reveals this shrine is devoted to Tiamat. A sacrificial bowl is dripping with freshly-harvested blood from some unfortunate creature. Seth occasionally buys captured mortals from the market to pay tribute to Tiamat.

Intel Gathering

Seth elaborates on the details of the first step: gathering intel.

Your first objective is to find out in which vault the verdict infernum is located. Ramashka created this pendant designed to locate the document. This magic can't penetrate the lead-coated floors and outer walls. You will have to go to the fourth floor before you use it. Bear in mind, the pendant contains only one charge.

Your second objective is to search for clues to the vault keys. Each door is opened with a vial of sacrificial blood. Find out what types of creatures they sacrificed, and we can make our own key. Take note of anything unusual - spoiled liquids, hair, marks, odors. Perhaps some of the scholars know something. Once you have collected a few clues, we can derive the keys ourselves.

Seth gives the party a *pendant of locate object* (appendix C). The pendant can only be used to find the *verdict infernum*. Seth also gives them an equipment bag containing a grappling hook, ball bearings, a mirror, a lock pick, a crowbar, a flash grenade, a *potion of greater healing*, a *potion of fire resistance*, *horns of disguise*, and 100 gp.

With Seth's directions, the party passes through one location from the Random Locations table before reaching the Archives of Dis.

Entering the Archives

A large line has formed in front of the Archives of Dis. Devils and creatures from all over the lower planes, save for demons, are waiting to get in. If they wish, the party join the queue. It will take four hours to enter the Archives using this method. After one hour, roll on the Random Encounter table. If combat erupts, any creature waiting in line within 30 feet of the fight hurries away.

After two hours, the tower shifts and casts its shadow over the crowd. Refer to the Shifting Shadow section earlier in this adventure to resolve its effects. Creatures in the queue cower, frantically look around, or run away in panic.

Alternatively, the party may enter the Archives using a different method than waiting in line. There is only one door, and two **bearded devils** stand watch. They can be bribed for 50 gp per creature wanting to pass. They can also be charmed to let the party pass. Normal persuasion, intimidation, or deception will not work. The guards snarl but won't leave their post. If the party starts a fight, six **chain devils** run toward the entrance from the street. Four **bearded devils** and a **horned devil** from inside the Archives then escort them to *the prisons* (see "The Streets of Dis: The Prisons").

Locating the Verdict Infernum

Using the *pendant of locate object* to find the document will only work on the fourth floor of the Archives, the Vaults. If the scroll is used anywhere on this floor, it reveals the document is in the northeast vault.

Finding Clues

The vault keys are vials of sacrificial blood. Clues for the vault keys can be found throughout the first four levels. Nine clues can be found in total. Each helps in identifying the three sacrificed creatures: a dretch, a fire snake and a hag. If the party brings Seth enough clues, it can identify the correct creatures for them, and recreate the keys.

Cues can be found by searching in the right places and succeeding on the listed skill check. In recent times, three creatures have been brought to the sacrificial area on the third floor. The blood of these creatures were used to create the vault keys, which are changed up every so often. Ten shifts ago, a **dretch** was brought in to produce a black ichor key vial. Four shifts ago, a **fire**

snake was taken to the altar until it broke free and escaped into the ventilation shafts. A merregon guard eventually put an end to it. One shift ago, a **green hag** was taken in. She kept cackling and yelling maniacally while she was restrained for a shift, after which she was sacrificed.

Fire Snake Clue 1. A **DC 12 Wisdom (Perception) check** at any ventilation shaft reveals the faint scent of sulphur lingering around.

Fire Snake Clue 2. After talking to one of the scholars in the library on the first or second level, a **DC 12 Charisma (Persuasion) check** reveals that a guard was carrying a large bag that made hissing sounds several shifts ago.

Fire Snake Clue 3. A **DC 12 Intelligence (Investigation) check** reveals a dried yellow residue on a merregon guard's halberd on the second floor. The guard has some scorch marks on its armor.

Hag Clue 1. After questioning any lesser devil on the third floor, a **DC 12 Charisma (Persuasion or Intimidation) check** reveals the devil is frustrated because it couldn't concentrate on work last shift. They brought in a crazy witch that kept yelling and laughing for a long time.

Hag Clue 2. A **DC 12 Intelligence (Investigation) check** in the workshop area on the third floor reveals a workplace where scalpels and vials are covered in a fresh green residue.

Hag Clue 3. A **DC 12 Intelligence (Investigation) check** reveals a jar in a closet in The Janitor's office that contains a hag's head in preservation juice. Her eyes are closed. A label on the jar reads "Maluna Rattavas" in infernal. The jar is a *hag in a jar* (appendix C).

Dretch Clue 1. A **DC 12 Wisdom (Perception) check** reveals a faint, fetid odor lingering near the library doors at the entrance. The clerk apologizes for the demonic stench but won't reveal anything else.

Dretch Clue 2. A **DC 12 Intelligence (Investigation)** check reveals recent claw marks on the sacrificial altar on the third floor that haven't yet been repaired.

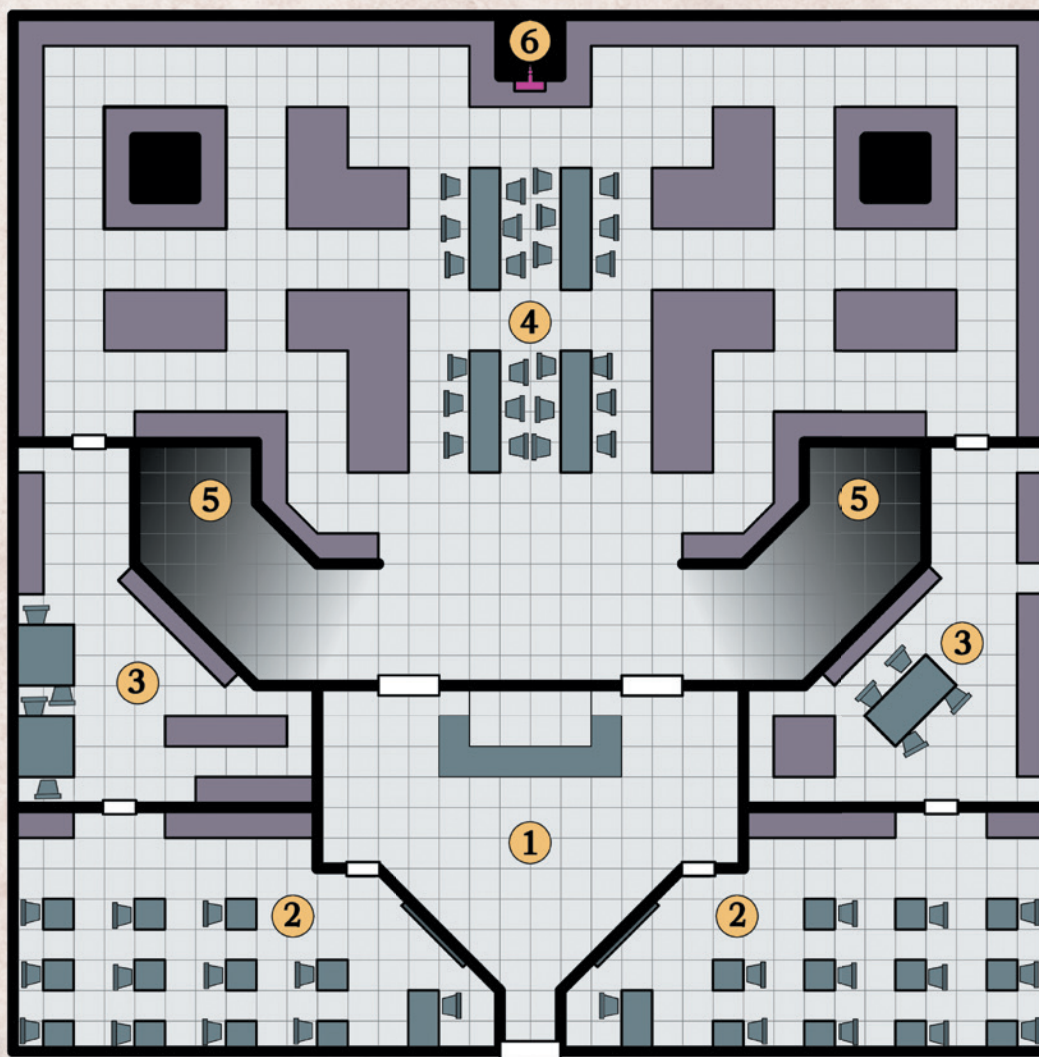
Dretch Clue 3. A **DC 12 Intelligence (Investigation)** check on the elevator reveals a pluck of grey hair in the corner of the door.

Passing the Test

Inside the foyer (area 1), a **bearded devil** clerk stoically asks the party to state their business. To get inside the library (area 4), the characters must take an intelligence test. They will be seated in a classroom (area 2). Anyone with an Intelligence score of 14 or higher will automatically pass. Anyone else will fail, but may attempt to cheat with a **DC 14 Dexterity (Sleight of Hand)** check to mix up the papers and names of other participants.

General Alert. If a general alert is activated, all guards start searching for intruders. It takes an hour for the general alert to be cancelled. If the party is discovered, the devils will attempt to apprehend them and start a fight. If the party is defeated, they are brought to the prisons. If the devils are clearly losing, some will attempt to run away and issue a lockdown.

Lockdown. If the Archive goes into lockdown, the elevator is deactivated and every door magically locks. The marauder teleports in after 10 minutes. It takes four shifts (one day) for the lockdown to be lifted.
Set the suspicion counter to 10.



Alternatively, a personnel door in the classroom leads to a service room. It can be accessed without being detected with a successful **DC 14 Dexterity (Stealth) check**. On a failure, the **barbed devil** overlooking the test will boot the participant from the Archives.

In the Service Chamber (area 3), several **imps** are carrying heaps of documents, grading papers, storing tests in archives, and bickering among each other. They're so busy with their tasks, they don't notice or don't care about trespassers. At the end of this room, a door leads into the library.

First and Second Floor

The library (area 4) takes up most of the first and second floor. This room is massive. Hundreds of tall metal bookshelves are placed in rows all around the walls, decorated with reliefs of screaming souls, menacing devils, and slaughtered demons. Every bookshelf displays an infernal symbol at the top, indicating the category of books. Two obsidian stairs curve up to the second floor on either side. Several smooth iron tables are littered with books, scrolls, candles, and quills. The books have horrifying covers made from sewn skins, parts of faces, and hands and feet, all decorated with bones, teeth, hair, and infernal inscriptions. Dozens of creatures are deep in thought with their books, or completely focused on their writing. It is quiet in the library; the silence is broken only by hollow footsteps, scribbling quills, and the flipping of pages. Four **merregon** (appendix B) guards are standing around, keeping watch over anyone mistreating books or behaving suspiciously. They will watch the party intently but won't act unless the characters do something that provokes action.

The stairs (area 5) lead to the first floor (area 7). More bookshelves cover the walls here. There are a few scholars walking around, all deep into their study.

The Elevator. A metal door with the text "Personnel Only" etched into it is set into the south wall. It is not locked, and slides open into an elevator. Any trespassers must succeed on a **DC 10 Dexterity (Stealth) check** or one of the scholars will notice and call out to the guards downstairs.

Around the corner of the elevator, an access door leads into the elevator shaft. It is locked with three locks. The Janitor (see DMs Note: "The Janitor") carries the keychain to all maintenance doors. The door can be opened with three successful **DC 18 Dexterity (Thieves' Tools) checks**. On each check, there is a 10% chance that a scholar notices the trespasser. Attempting to open the locks with the keychain will require a successful **DC 16 Dexterity (Stealth) check** to remain hidden.

Ventilation Shafts. Above the bookshelves in the far north wall, there is a ventilation system (area 6) leading to the third, fourth, and fifth floor, as well as the roof. To the east and west walls, a separate ventilation system leads into the elevator shaft (area 9).

Metal grid panes cover the ventilation openings. Climbing into them without being noticed requires a successful **DC 10 Dexterity (Stealth) check**.

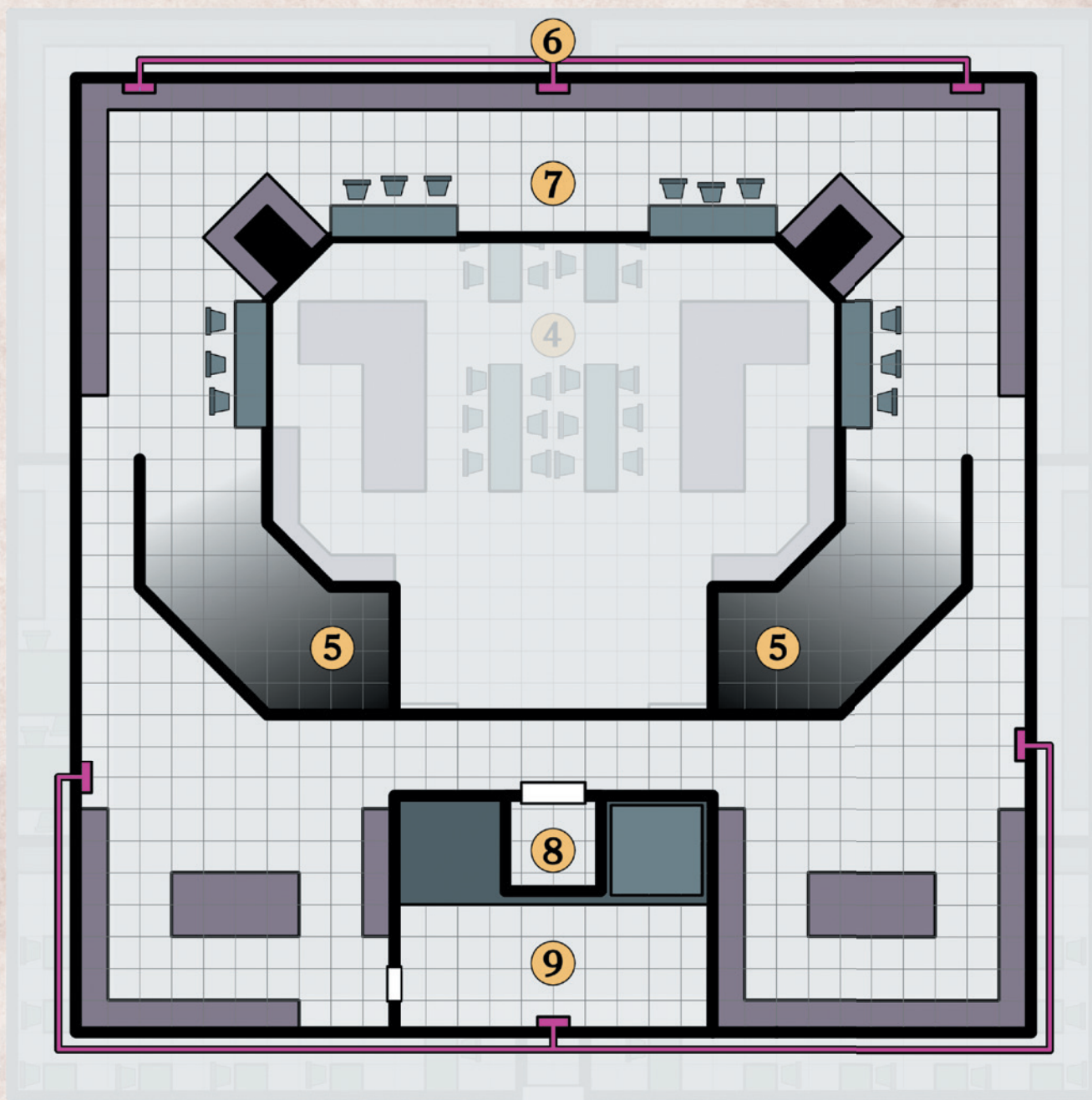
Elevator Shafts. The second, third, and fourth floor have an elevator shaft (area 9), each with an elevator (area 8) ready to move. The elevators are 10-cubic-feet and all move horizontally and vertically, swapping positions as one ascends or descends. Accessing the shaft allows for movement between these levels, but entering and exiting is only possible through the service doors and ventilation shafts.

The metal elevator is also 10-cubic-feet. It is illuminated by the back wall, which emits a dim orange light. Two different infernal symbols are burned in either side of the wall. One translates to "Ascent", the other to "Descent". Touching "Ascent" moves the room to the left and upward. Touching "Descent" moves the room to the right and

Loot

d4 Loot

- | | |
|---|---|
| 1 | A Holy Symbol of the Church of Asmodeus (20 gp). |
| 2 | An infernal book titled "Seven Heavens, Seven Lies." |
| 3 | A satchel with a large yellow ogre nail, a used handkerchief, and 3 platinum coins. |
| 4 | Six (humanoid) finger snacks wrapped in a cloth. |



Third Floor

The elevator stops at the third floor, the service level (area 10). As the door opens, the party won't immediately be noticed and they have time to ascend or descend further.

The third floor is a large room filled with running, shouting, and panicking imps, lemures, and other inferior devils. They carry stacks of paper, quills, inks, threads and needles. Occasionally, a low booming voice shouts commands in infernal in the line of "Work faster!" and "Sleep when you're dead." There are a dozen metal cubicles with various higher-ranking devils writing documents, scrolls, and books. They scoff and shout at the lesser devils to bring them supplies or take away their work for processing.

The Janitor

The janitor is a particularly grumpy fiend - a **berbalang** (appendix B) called Szazzus. He is tasked to clean and maintain the entire building, buy supplies, and earn the trust of many devils to learn what's going on. The janitor is in actuality a spy of Titivilus, the first advisor of Dispatier. He reports whatever plots he learns from the visitors to the Archives. The janitor works on random tasks ranging from talking with other fiends, to cleaning the handrails or oiling the elevator pulleys.

You can use the janitor in the party's favor whenever they get stuck, or against them if they're advancing a bit too fast for your liking. Let him distract a guard if the party gets stuck, draw attention to one of the clues, or converse with a guard about disabling the alert rays for scheduled vault maintenance.

The inferior devils are so focussed on their tasks that the party can move around unseen with a **DC 8 Dexterity (Stealth) check**.

Alternatively, they can try to blend in with a successful **DC 8 Charisma (Deception) check**.

Workshops. Various devices for book binding are placed on the west of the room (area 12). They are gruesome, as the skin of faces, chests, hands, and feet are tightly stretched on hooks while imps punch nails through to sew any holes.

Sacrificial Altar. The area northwest of the floor has a sacrificial altar in pristine condition (area 13): a large disc of cast iron positioned flat on a raised stone platform. One huge spike hangs above the center. Grooves in the disc channel blood around the edge and converge at a vial holder. Someone did a thorough job cleaning the entire contraption. It looks as if it was made yesterday. The blood to open the vault doors is made here.

Ventilation Shafts. The ventilation shaft hangs on the ceiling and runs through the center of this room from back to front. If they are travelling through the shafts, they must pass through and succeed on a **DC 10 Dexterity (Stealth) check** to remain undetected. Several grid panels can be removed with a successful **DC 10 Dexterity (Sleight of Hand) check** or **DC 15 Strength (Athletics) check** to enter or exit the ventilation shaft here.

Elevator Shaft. The elevator shaft is accessible by way of a maintenance door with similar locks to the one on the first floor. On the other side of the shaft, a ventilation grate leads into the janitor's office (area 11).

Janitor's Office. The janitor's office (area 11) has three locks. The janitor is not in his office. A table and chair stand amidst stacks of paper, cleaning and repair tools, oil lamps, and buckets of black paint. A ventilation grate leads into the elevator shaft.

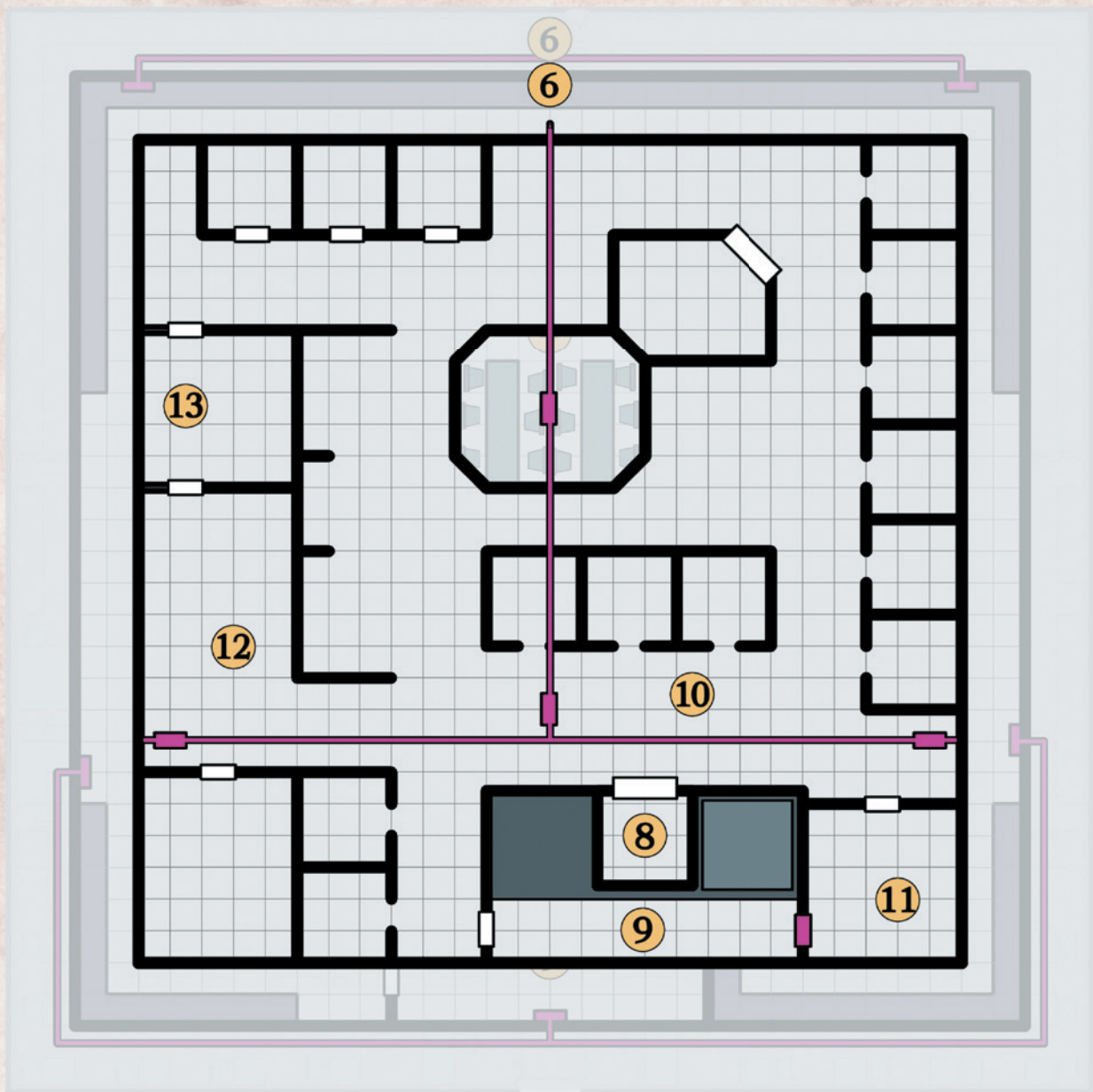
Loot

While the party is investigating, they can find more loot laying around. These items are not clues to the Vault Key. A successful

DC 10 Intelligence (Investigation) check reveals one of the following pieces of loot. Roll 1d4 to determine which loot is found.

d4 Loot

- 1 A parcel of 3 empty scrolls, a quill, and a jar of ink.
- 2 A bar of wax and several seals with the infernal emblem of the City of Dis and the Ember Enclave
- 3 A stack of stretched and dried skins from faces of humans, elves, dwarves, and other races.
- 4 A potted Firefruit plant. The fruits start burning and smoking for a minute when squeezed.



Fourth Floor

The elevator stops at the fourth floor: the vaults. As the door opens, the party sees a stairway 25 feet ahead (area 20). Around the corner is a door to the elevator shaft and the southern ventilation system. To the left there is an antechamber (area 14) with a closed door, a crystal window, and a glass door leading into a small chamber in which red rays of light crisscross the room (area 17). The door leads into the Infernal Security Room (area 15). Behind the crystal window is the Control Room.

It is quiet on this floor. A faint buzzing can be heard upstairs and a few low, muffled voices emanate from behind the closed door. A successful **DC 12 Wisdom (Perception) check** reveals a **barbed devil** guard named Drax watching -somewhat absentmindedly - the antechamber (area 14) from behind the crystal window. Spells cannot penetrate this window. Anyone looking through the window gains the benefit of truesight. The pane has an AC of 13 and 50 Hit Points. A successful **DC 15 Intelligence (Arcana) check** reveals the properties of this crystal pane.

The guard is daydreaming and isn't paying much attention. A **DC 16 Dexterity (Stealth) check** allows the party to slip past the guard as long as they stick to the walls. If a character crosses the antechamber, the guard looks up, but isn't quite sure what he saw. If this happens again within six seconds, he will alert all guards and they all start investigating the area. If the party is discovered, the four **bearded devils** on this floor will attack while the **barbed devil** attempts to raise a general alarm.

The Alert Ray Room. Twenty red rays of light crisscross the room (area 17), blocking access to the vault. Anyone touching the rays immediately puts the entire building in lockdown. To pass the rays without being

During their first mission to gather clues and locate the document, the party is not required to pass the Alert ray room. Attempting to pass through puts them at great risk. If the party doesn't realize this, feel free to remind them of their objective.

detected, a successful **DC 24 Dexterity (Acrobatics) check** is required. It is clear to the party that passing through the rays will be difficult, if not impossible. The rays can be deactivated in the Control Room (area 16) behind the crystal window.

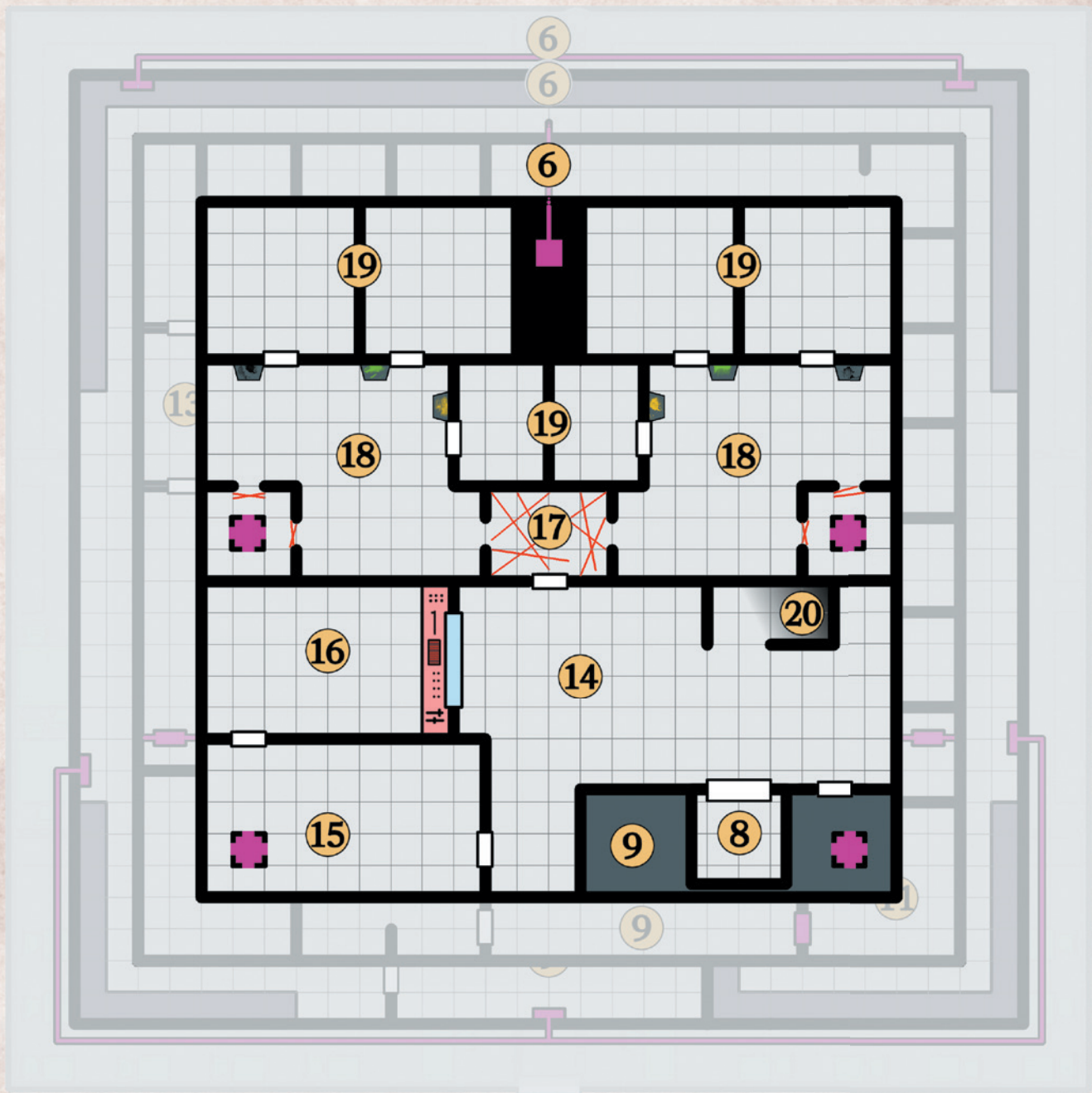
Infernal Security Room. The closed door to the west leads into the Infernal Security room (area 15). Here, four **bearded devils** are entertaining themselves with a game of poker until the shift changes. There is a ventilation shaft leading up to the roof. A door leads into the Control room (area 16).

Control Room. The only exit in this room is back to the Infernal Security room. There is a large crystal window overlooking the elevator doors, Alert ray Room and the stairway. The daydreaming **barbed devil** guard is sitting on a chair behind a control panel. The control panel can activate many elements within the entire compound. Anyone who speaks Infernal can understand the control panel. Otherwise, a **DC 14 Intelligence (Investigation) check** is required to press the right buttons. The table below lists all possible functions. If random buttons are pressed, roll on the table below.

d6	Effect
1	Toggle the alert rays
2	Activate a general alert
3	Put the Archives on lockdown
4	Enable and disable the elevator
5	Contact the reception clerk
6	Contact the janitor

Vault Rooms. To the left and right of the Alert Ray Room are two access rooms (area 18) with three massive vault doors each. Both walls and doors are two-feet thick and made of magically-warded Baatorian green steel that blocks teleportation and ethereal movement. Each vault has a small altar on which a sacrifice can be offered to open the door. There's residue on each altar - yellow

blood from a fire snake, green blood from a hag, and black ichor from a dretch. Each vault room also has a ventilation shaft in the ceiling warded by three alert rays. These rays can be avoided with a successful **DC 14 Dexterity (Acrobatics) check**. The rays can be disabled by blocking the emitters with a mirror.



Fifth Floor

This floor contains the sending crystal. It is only accessible by the stairs from the fourth level and the northern ventilation shaft. A **horned devil**, the Minister of the Archives, is inspecting a humongous, glowing ruby with a jeweler's loupe. Two **imps** are cleaning the floor and a **spined devil** is perched on the rail of the stairs, gossiping with the horned devil in infernal about other devils within the Archives. The horned devil occasionally responds with disinterested acknowledgement as it continues to inspect the stone.

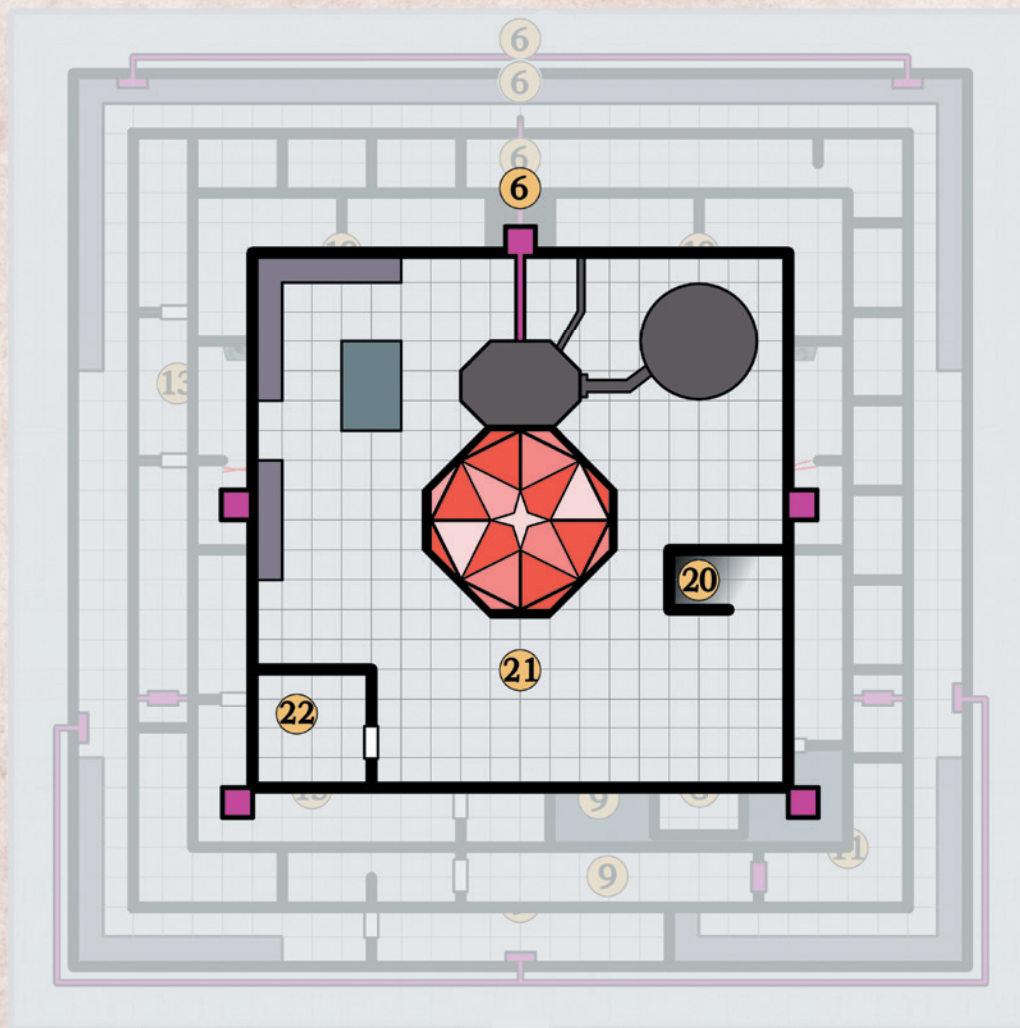
The massive ruby is a sending crystal. It can establish a telepathic link to anyone on the lower planes willing to receive it.

There is nothing for the party to find here that relates to their mission. If they draw the attention of anyone here, they are in for a deadly encounter.

Minister's Office. The minister's office (area 22) contains the following loot that can be found with a **DC 14 Wisdom (Perception) check**: a large star ruby worth 1500 gp, a jeweler's loupe worth 800 gp, and a hellfire lamp.

Returning the Clues

The party can present Seth the clues they found. There are three possible keys they can find: yellow fire snake blood, green hag blood, and black dretch ichor. The table below shows how much Seth can help with the number of clues they found per key.



Clues Answer

- 1 Seth can't help them. A **DC 20 Intelligence (Nature) check** identifies the correct creature to sacrifice.
- 2 Seth knows a few specific creatures matching the clues. A **DC 15 Intelligence (Nature) check** identifies the correct creature to sacrifice.
- 3 Seth can tell them the correct creature to sacrifice.

If the party figured out all the keys, Seth compliments them on their successful job and suggests they take a rest before continuing with the actual heist. In the meantime, Seth uses this new information to create the three blood vials that will serve as the vault keys.

If the party hasn't figured out all the keys, Seth is worried. It will advise them not to proceed with the heist until they have figured out all the keys. As an alternative to return and find clues, Seth suggests the party obtain a range of blood samples and hope they have the right one. It suggests five types: black demon ichor, yellow fire elemental blood, red humanoid blood, purple fey blood, and green hag blood.

A black-blooded demonic creature can be found in the Prisons of Dis.

A yellow-blooded creature has a primordial essence from the plane of fire. Firenewts, Fire elementals, fire beetles, and fire snakes can be found sporadically throughout the city.

Red-blooded creatures are easy to find. Any lemur will do.

Green-blooded hags are hard to find, but hag blood is sold at the food market in Damnation Square for 400 gp.

Purple-blooded fey creatures are most rare. However, Seth has heard a rakshasa named Valik in 666 Torment Street owns a captured sprite. Valik owes a favor to Seth and is likely to cooperate.

See "The Streets of Dis" for details on these locations.

Molgog's Plot

When the party is about to rest, Molgog pays them a visit. He reveals his plan to escape from his imprisonment. For that, the party must destroy the control gem that Seth possesses. He explains that Seth plans to trap the party in the cage on the second floor if they use Seth's ring of recall. The cage can be deactivated with the passphrase in the book on the desk. Molgog suggests they play along. Once in the cage, they can surprise Seth and eliminate the abashi and the control gem in one fell swoop. Molgog says he will wait for the party at the Quake Engine, and he'll get them out of Hell.

The Dis Job

Warm-up

This is the final part. You'll need a Hellscreamer to get near the Archives undetected through the air. There is a Hellscreamer factory close by. The fellow running the place, Sadrix the Vile, may rent one out to you, though she might need some convincing. I'll leave that to your discretion. If your negotiations fail, you may have to take more extreme measures.

Once you acquire the Hellscreamer, the heist begins. First, make sure to cut its throat. They're called Hellscreamers for a reason. The sound is meant to induce fear, but you don't want that on a stealth mission. Take to the air and stay out of sight from any air patrols. Once you're directly above the pyramid, you'll see five ventilation shafts. If your intel on the location of the document checks out, you should be able to get close to the correct vault. Get in, find the document, and get out. Take this ring of recall to get back here instantly. Remember, you can only use it outside the walls of the Archives.

The Hellscreamer factory is one random location away. Once there, the party can enter the compound through the front door or the emergency exit stairs on the back.

Entering the Factory

The front door leads into a massive workspace. The area is 50-square-feet wide and over 60-feet high. Large scaffolding structures line the walls. The scaffolding is six levels high, each spanning a bridge across the room. Dozens of Hellscreamers hang on hooks on each level. Some Hellscreamers wail in pain.

A **chain devil** is commanding eight **imps** on the second level. They are working on assembling a glider, sewing body parts and branding metal parts into the contraption.

As the party travels through the factory, a **spined devil** approaches them from a stairway at the far end. It eyes the party up and down curiously, licks its lips, and asks the party if they have an appointment. A successful **DC 12 Charisma (Deception or Persuasion) check** convinces the devil to bring them to the boss, Sadrix the Vile. On a failed check, the devil will tell them he can't be tricked and inquires about their business. The party can repeat the previous check. If they fail again, he will call out to the chain devil, who sends its eight imps to chase them out of the factory.

The stairs in the back lead up to the top of the building where Sadrix's office is overlooks the entire factory. A door leads to the emergency exit stairs outside.

Sadrix's Office

The door at the top of the factory leads to a dining and relaxing room decorated with paintings of punishment and death. At the far end, behind a desk, an **erinyes** is smoking a long, thin cigar while gazing out of a window. When the party enters, she turns around slowly.

"I do not appreciate unannounced visitors in my factory, let alone mortal scum in my office. You must have a death wish to come here. Give me one reason why I shouldn't kill you right here and spend your souls in the casino down the road."

Sadrix can be persuaded if the party convinces her they are working for Seth with a successful **DC 15 Charisma (Persuasion or Intimidation) check**. If they make up a lie, a **DC 18 Charisma (Deception) check** convinces her. On a successful check, she demands 100 gp payment and 200 gp security deposit. On a failed check, she turns hostile. The **spined devil** will join the fight immediately. It will take four turns for the **chained devil** and eight **imps** to join the fight. The party can try to bring her close to death and then take her hostage. If the situation is dire enough for her, she will scream everyone to stop and let the party go away with a Hellscreamer.

Into the Shafts

Once the party has obtained a Hellscreamer, they can take to the skies. A Hellscreamer can carry up to 6 medium creatures. Usually there is one pilot and five barrels of explosives. This time, the party will take the place of the bombs. The 'seats' are a mixture of metal and flesh; black, throbbing veins keep the tissue alive and grease the release hinges that normally keep explosive barrels in place. The wings of the glider look like those of a giant bat but have an artificial, mechanical movement.

Flying the Glider

The glider has a flying speed of 80 feet and can turn up to 90 degrees once during its movement. To fly the glider to the correct position, avoiding hazards and staying hidden, the party must work together on a series of skill checks. Each character can pick one task: **steer**, **navigate** or **balance**. If

there are fewer characters than tasks, assign them in order and ignore the remainder. The characters attempt to navigate the glider near the five shafts displayed on the Sending Crystal map. These shafts lead down to the lower levels. If their investigation was successful, they have deduced that the ventilation in the northeast corner leads to the vault with the document. If everyone jumps off, the glider will crash into the nearby city block.

Helping. The checks may be performed by two characters using the Help action to gain advantage. If a character fails their jump, they hit the outer wall of the Archives for 7 (2d6) bludgeoning damage and slide several feet down the smooth surface until reaching a thin ledge. Climbing up to the shaft requires a successful **DC 14 Strength (Athletics) check**.

Steer. The glider is more man than machine. It's handled by reins and spurs. A successful **DC 12 Wisdom (Animal Handling) check** will keep the glider on track. All five ventilation shafts will be within reach. On a failure, only the ventilation shafts in the southeast and southwest are accessible.

Navigate. The glider has to fly through several clouds of smog and avoid air patrols. A navigator can prevent detection and plot a safe route. A successful **DC 12 Wisdom (Perception) check** prevents detection of a bone devil and two spined devils. On a failed check, the devils will pursue. Only the spined devils can enter the ventilation shafts. **Increase the suspicion counter by 3.**

Balance. The glider requires balancing when turning corners. Someone will have to move around to keep the glider stable. On a successful **DC 12 Dexterity (Acrobatics) check**, the glider can come into close proximity of the ventilation shafts. The jump is a **DC 10 Strength (Athletics) check**. If the character in charge of balancing failed their Acrobatics check, the jump requires a **DC 14 Strength (Athletics) check**.

Abort!

At any point, the character steering the glider may decide to loop around and try again in case they miss their opportunity to reach the correct shaft or the jump is too steep. But once they attracted the attention of any devils, they can't shake them off.

Duct Crawl

Any creature that successfully jumps into the ventilation shaft has a smooth slide down and receives no damage. They can move freely back and forth through the ventilation shafts to any connecting area of the map. If the ventilation shaft crosses a room, it requires a **DC 10 Dexterity (Stealth) check** to remain unnoticed.

The north ventilation shaft has an exit into the Sending Crystal Room (area 21) and descends to the Service Level (area 10) and Library (area 4). The east and west ventilation shafts end up in separate vault rooms. The exits are protected by alert rays. See details in "The vault rooms" on the third floor. The southeast ventilation shaft ends in the elevator shaft. The southwest ventilation shaft ends in the Infernal Security room.

If an alarm is triggered or someone sees them, a general alert is issued.

Enter the Vault

If the party has all the keys (three types of blood: yellow, green, and black), they can use them to open the vault by pouring the blood into the altars next to the doors. The respective door will slide into the walls to reveal a room dimly lit by a pale orange driftglobe above a smooth, black marble floor (area 19). The room is square with a higher ceiling than the door would have suggested. The ceiling is 120-foot up. The door does not close until all characters have left the vault. There are no ladders, as any devil

that has business here can fly. Each wall contains countless 4-inch-wide holes running from floor to ceiling. Each of the thousands of cylindrical chambers contains a scroll binding a soul to Dispatery by the Diabolical Court - a verdict infernum.

If the party enters the correct vault in the northeast, they will be able to locate Lodessa Naxai's document through logic. The scrolls are not stored randomly, but instead are categorised by conviction, power and name. This becomes evident after reading the infernal labels or succeeding on a **DC 12 Intelligence (Investigation) check**. Randomly or methodologically searching takes the party 5 (2d4) shifts. The party can narrow down the search by linking what they know of Lodessa Naxai with these categories.

Lodessa Naxai was convicted for theft, which Seth mentioned in his first briefing. Knowing this reduces the search time to 2 (1d4) shifts. She was also wealthy; she was able to afford an arcanaloth lawyer, after all. Knowing both these facts reduces the search time to 1 shift. If they also remember her name, no search time is required.

At the end of each shift, roll a d4. On a result of 1, a guard notices the open vault and attempts to place the Archives on **lockdown**.

The document is roughly 80 feet above the ground. The walls can be climbed fairly easily using the holes by succeeding on a **DC 13 Strength (Athletics) check**. Once the party has the document, they must exit the compound. The ventilation shafts prove to be the path of least resistance. If they weren't seen during their flight, this should be easy. If they were seen, a **bone devil** stands watch near the duct through which the party entered the Archives. Once the party is outside, they can use the ring of recall on the wielder's turn. It teleports them into the cage in Seth's Abode.

Part 1: Seth's Betrayal

If the party used the *ring of recall* after retrieving the *verdict infernum*, they will find themselves trapped in the Cage Room in Seth's Abode. They will be alone for an hour, after which Seth enters the room to visit his new prisoners. Seth has Molgog's control gem on his person. It can be taken with a successful **DC 14 Dexterity (Sleight of Hand) check**.

Trapped. If the party hasn't escaped the cage with Molgog's instructions, Seth offers the party freedom in exchange for the *verdict infernum*. If they refuse, he will leave them to rot for a day before attempting the bargain once more. During this time, the party can take a long rest. When Seth returns, it threatens to turn the party into the marauder, where they will likely be tried as thieves and sentenced to labor in the mines for sixty-seven eternities. If the party refuses again, Seth leaves to call the marauder, who takes the entire cage to the Diabolical Courts of Phlegethos.

Backstabbed. If the party takes Seth's offer, he takes the document, gives a menacing laugh, and tells the party to enjoy their final moments. He then leaves to call the marauder to "free" them - no doubt for a more nefarious purpose.

Escape. If the party escapes the cage, Seth is enraged. It has already cast *dominate person* that day and cannot use it anymore on the party.

Part 2: Hot Rod Bolt

Molgog awaits the party in the Quake Engine in the garage, but he can't escape unless the party has his control gem. He will ask the party to destroy it. Alternatively, the party could use the gem to control him. Either way, as soon as the party is seated he fires up the Quake Engine and races off through the streets of Dis. The Quake Engine passes through the following locations of Dis before reaching the gates.

Dead Molgog. If Molgog has died previously due to unforeseen circumstances, you can have him resurrected by Seth. Seth owns Molgog's soul with its control crystal, and can cast resurrection on Molgog in its shrine of Tiamat.

Damnation Square

*The Quake Engine roars through the streets of Dis. Molgog grins with excitement as the vehicle bursts into an open plaza with a massive heated plate on which a fire elemental is performing a dance. Its master, an **incubus**, looks up in fear as the engine crashes onto the dance floor. The entire market begins to panic. Merchants and customers duck and flee as the Quake Engine tears through the area.*

The **incubus** quickly regains itself and sends its **fire elemental** after the engine. It takes 1 turn for the elemental to reach the engine. It pushes itself inside, enveloping everyone inside the vehicle, inflicting 5 (1d10) fire damage at the start of each of its turns until defeated. In the meantime, Molgog steers the vehicle around the square, shouting at the party to get rid of the elemental.

Agony Avenue

The quake engine slams into a pair of iron doors that lead into Agony Avenue. Several chained souls are yanked against the walls as their chains are pulled in hard. Molgog yells to the party to locate the door to the City Gates.

A successful **DC 12 Wisdom (Perception) check** locates the door on time and Molgog is able to steer it through. On a failed check, Molgog has no choice but to bolt through the

door to the Iron Tower. The quake engine takes a sharp u-turn to bolt back into the proper door, but everyone becomes exposed to the shadow of the Iron Tower.

The City Gates

The Quake Engine smashes into an open courtyard. At the far end, the massive gates of the city reach high into the air. A peloton of over twenty bearded devils turns in unison towards the incoming chaos. Molgog appears to swear in Slaad and yells to hold on. He puts the pedal to the metal, and the engine lets out a loud scream, slamming straight into the peloton of bearded devils. Those who can't evade the Quake Engine bump and thud against its cold steel.

Everyone but Molgog must make a **DC 10 Strength saving throw** to avoid being flung off in the rampage. As a reaction, one ally may attempt to catch a flung character with a **DC 14 Dexterity (Acrobatics) check**. Anyone who falls off finds themselves quickly apprehended by the many devils in the area.

Molgog steers the vehicle into the direction of a pyramid-shaped guard house. A chain devil stands in the Quake Engine's path, patiently waiting for the vehicle to approach. Molgog shouts for you to get rid of that chain devil. "Those chains will tear up the hull. I can't just run this one over."

It takes one turn for the engine to reach the chain devil. The characters may spend one action to try and move the devil out of the path. If they fail, the devil animates four 60-foot-long chains from the guard house and attempts to pull four characters from the vehicle, including Molgog! With or without Molgog, the Quake Engine races towards the top.

The Quake Engine bolts onto the pyramid. Sparks shoot up as the iron wheels skid on the side of the building. The vehicle races towards the top and launches into the air, over the great walls of Dis.

In a strange moment of serenity, as you tumble through the air, you see the endless city of Dis and its black, ominous tower fade into the horizon. With Dis in the rear-view mirror, the hum of the Quake Engine feels almost peaceful. Ahead, a familiar skull road and a vast mountain range rise over the horizon. Then, as if violently pulled back into the reality of hell, you plummet towards the ground.

The following impact is not mild. Everyone in the Quake Engine takes 24 (7d6) bludgeoning damage as the engine crashes into the skull road and falls apart. Anyone still conscious hears the scream of devils behind them rapidly approaching. As a legion of devils takes to the sky, an **arcanaloth** appears in front of the characters and casts mass healing word from a scroll.

Epilogue: Ramashka

The party find themselves between their employer Ramashka and the marauder with a legion of devils. Ramashka appears to have held off the devils. Molgog stumbles over towards Ramashka, who smiles and nods at him.

The arcanaloth does not seem disturbed by the horde of fiends in front of her. "It appears you have made quite a mess! Lucky for you I'm here to save your asses. They can't hurt you right now. You're under my protection, and by extension, the centuries of legal precedent currently stopping this horde from shredding us to bits. Well, before I get you out of this nasty situation, I believe you have something for me?"



Ramashka holds out her hand, waiting for the document. The marauder steps forward and snarls at Ramashka.

Not so fast. I thought Ramashka might have been behind this ridiculously orchestrated theft. But I, too, have an offer to extend. You've stolen a document and aided in freeing an evil soul. This act will weigh in your final judgement. Return what you've stolen, and I will see to it that your souls won't be condemned for this... incident.

Ramashka quickly snaps back.

He's deceiving you. He's not telling the whole truth. I, too, can and will ensure your absolution. You have completed this mission with success. I am impressed by your skills, and want to hire you again in the future. I wouldn't want to hurt our relations.

Trust the Lawyer. If the party gives Ramashka the stolen scroll, she will recite a long infernal passage granting them absolution. The marauder returns to the city in anger. The party will wake up in Ramashka's residence in Waterdeep. Ramashka thanks them for their service and hands over *Ramashka's business card* (appendix A). She has also procured one rare or very rare magic item, and 600 gp for every character. The magic items were part of the deal the characters struck before joining the mission, though they had forgotten until now. You can ask your players what item they would like, or choose a personalised item yourself that would fit their character.

Repentance. If the party chooses to return the document to the marauder and put the blame on Ramashka, the party will be cast out of Hell. They will wake in Baldur's Gate, each bearing a small infernal scar on their arm - the mark of a thief. But repentance does hold divine value, and devils are cosmically obliged to pay for it. Each character finds a Baatorian green steel amulet in their pocket bearing the symbol of Dis. *Dispator's favor* (appendix A), grants advantage on Charisma (Persuasion and Intimidation) checks made against devils.

Fight or Flight. If the party chooses to fight or run, they will surely meet their end as hordes of devils take to the skies and swarm them. The Diabolical Court judges them as thieves, and the characters are doomed to work in the mines of Dis for sixty-seven eternities.

The Streets of Dis

Every obsidian stone and every iron wall is scorching hot to the touch. To mortals wandering around without protection, this place feels like the inside of a forge. Most streets look like trenches embedded 10 feet into the ground.

The streets are constantly changing, rebuilt and broken down each shift by petitioners at the will of their superiors. Occasionally, unfortunate souls accidentally are trapped in walls and floors during swift construction. Various body parts jut out of the infrastructure within Dis - faces cry for help, legs occasionally kick the characters, and forearms flail in the open air. These workers are doomed until another construction effort overlaps with their architectural prison, if ever.

Every structure is made of a combination of iron, lead, and obsidian, meshed in mostly cuboid shapes. Tiny windows, thick walls and heavy doors secured with multiple locks emphasize the distrustful and paranoid nature of the city's denizens. Despite the unwelcoming appearance, the streets of Dis are rarely empty. Devils rush through the streets to get to their jobs, planar travellers meet casually with business partners, and souls are dragged to their next tortuous destination.

Changing Streets. The streets of Dis resemble a shifting maze. Construction is constant. The legion of petitioners in this suspicious metropolis endlessly tear down buildings and repurpose roads, seemingly at random. Every time the characters traverse from one area to the other, they may end up in a different location than intended. Roll on the table below to determine the destination. If the party comes across a previously visited location, the location could be drastically different from when they last saw it. Alternatively, it may be abandoned or under construction.

If the characters succeed on a **DC 15 Wisdom (Survival) check**, have an ability or use any spell to aid in navigation, roll twice and let the party choose which location to visit. If the characters have not reached their destination after visiting two locations, they automatically arrive at their destination on their third attempt.

d12 Location

- | | |
|----|--------------------------|
| 1 | The Iron Tower |
| 2 | The Archives |
| 3 | The City Gates |
| 4 | The Prisons |
| 5 | The Soul Spikes |
| 6 | The Hellscreamer factory |
| 7 | Seth's abode |
| 8 | The Ember Enclave Alleys |
| 9 | The Mangler Mill |
| 10 | 666 Torment Street |
| 11 | Damnation Square |
| 12 | Agony Avenue |

The Iron Tower

The City of Dis fills the horizon, yet the iron tower of Dispater dominates the city from any distance. The black colossus leaves a tyrannical mark on its subjects, a constant reminder that their every move is scrutinized by the overseers. While the sky is devoid of a sun in favor of an omnipresent orange light, the tower still manages to cast a shadow over the city, shifting and moving as the spire changes shape. Those standing in its shadow quickly find themselves disoriented and overwhelmed by the looming dark structure. Denizens in the streets sometimes drop to their knees, begging Dispater for mercy in the tower's shadow. No one but Dispater's most trusted advisors may enter the tower or its proximity. It is closely guarded by an army of gargoyles, horned devils, and erinyes.

Any unauthorized creature that comes within 300 feet of the tower must make a **DC 14 Intelligence saving throw** or gain a paranoia effect from the Paranoia table.

The Archives of Dis

Huge, studded black doors obstruct passage into the Archives. Once every 10 shifts the doors open for the general public, and a row of fiends are ushered in. It is during this time that the party can blend in the crowd and enter the pyramid. For the interior, see "The Heist, Intel Gathering."

Agony Avenue

This 200-foot-long road is lined with humanoid, oblong souls, all facing the walls. Chains hang from their collars into holes in the walls. The souls can be heard wailing in regret, but their words are unintelligible. Occasionally, chains are jerked into the wall, slamming the souls against the wall into a painful position. The route passes eleven iron doors, each bearing an infernal mark of other city locations (see the Location table). Opening a door pulls several souls against the wall. Once a creature enters a door, these souls pull the door shut behind them, preventing reentry.

The City Gates

It isn't hard to enter the City of Dis. At some point while walking the skull road, you will find yourself inside the city. Leaving the city, however, is almost impossible without proper documentation or a favor from a high-ranking fiend. Even if one is able to find the gates, the mere sight of them leaves many creatures in despair. At 60-feet tall, the 10-foot-thick Baatorian green steel doors are insurmountable for creatures incapable of flight.

To complicate matters further, the walls and gates surrounding Dis nullify all teleportation magic and are heavily guarded. Stationed at the gates is a small army of bearded devils led by chain devil commanders. Bone devils are perched atop the city walls overlooking the entire area. Occasionally, a group of planar merchants leaves the city after their wares and persons are thoroughly searched, but even they are forbidden to leave from time to time due to inadequate documentation.

Anyone walking into the open area will immediately be halted by a patrol of two **bearded devils**. Without papers, they are immediately sent away.



Damnation Square

This square is a large open area bustling with devils, abishai, tieflings, petitioners and the occasional hag and rakshasa. In the center is a huge 30-foot square plate of red hot iron. In the center of this plate, two **fire elementals** are performing some sort of dance under the guidance of an incubus who drifts a few feet above the scorching plate, playing on a drum. Many merchants are selling wares from their obsidian stalls: dried human belly fat, spiced elven hands, grilled triton gills, and baked kobold tail. Liquid gold and gems are acceptable payments here.

Characters can blend in with the public with a successful **DC 15 Dexterity (Stealth, Performance or Deception) check** (half or more of the party must succeed). On a failure, the incubus will catch sight on them and decide to have some fun. He commands the fire elementals to grapple and drag them onto the plate.

“Dinner’s on me this shift!” he proclaims. The other creatures make space for this amusing ordeal. Touching the iron plate deals 5 (1d10) fire damage at the start of a creature’s turn. If all fire elementals are killed, everyone looks disappointed and goes back to business. The incubus laughs and returns to summoning more fire elementals. Regardless of the outcome, **increase the suspicion counter by 1**.

666 Torment Street

Torment Street is one of the oldest streets in Dis. It has been left largely untouched for countless eons. In the early days, many walls also served as prisons of particularly unruly souls. But after the first demon horde invaded Baator, such souls would be sent to the frontlines instead. Some walls, however, still contain evidence of trapped souls. Their faces ever so slowly animating in the metal, all displaying an eternal scream.

Several influential creatures live here. One of which is the **rakshasa**, Valik, that the party met when they entered the city. If he's home, he's sitting outside against his house, smoking a pipe. He remains friendly and helps the group with information about the city. He doesn't know anything related to the heist.

The Ember Enclave Alleys

Large banners hang in the alleys of the Ember Enclave. The insignia includes red flames with the black outline of a stag skull with red, glowing eyes. Refer to chapter 1 for more information about the Ember Enclave.

Two members of the Ember Enclave, an elf **druid** with several scars on their face, and a hooded halfling **evoker** block the road demanding "tribute to the balance." A total of 100 gold will grant them one-time passage.

The two can be avoided by a **DC 12 Dexterity (Stealth) check** or convinced by a **DC 14 Charisma (Deception, Persuasion or Intimidation) check**. If the party tries to intimidate, or outrun them, the two will notify their superiors. **Increase the suspicion counter by 1.** The next time that the party crosses the alleys, they're met by four **bandits**, two **hell hounds**, and a **bandit captain** who have been ordered to take down the party and capture their souls.

The Mangler Mill

The route curves past a vast, square structure. On top of this iron cube rests an industrial fan which produces a column of black fumes. The street smells of baked meat and pungent spices. Six doors to the inside of the mill are closed. The street is strangely devoid of life, but the reason will soon become apparent. Several doors open and a pack of 10 **nupperibos** (appendix B) attempt to swarm the characters.

Any character that gets stung by the cloud of vermin surrounding the nupperibos will attract further attention during this shift. In any new location, roll 1d4. On a 1, 1d4 nupperibos emerge into that location, driven by hunger. Should this happen, **increase the suspicion counter by 1.**

The mill is run by a **barbed devil** named Oogh. He commands his small army of **nupperibos** to bring back any soulless bodies in the street for processing in his mill. Much of meat sold at the food markets around the city comes from his mill. The nupperibos are free to devour anything else they find.

The Soul Spikes

These atrocious 50-foot-tall metal spikes are covered with long, protruding poles. Formless bodies silently dangle from ropes attached to the poles. These contraptions are the Soul Spikes. Souls are left to hang and contemplate on their sins. A mechanism at the foot of each spike can be used to lower the souls to the ground, where they will follow a commanding devil to a work site. There are many Soul Spikes spread throughout the city.

A **night hag** is scavenging around a cluster of five spikes. She pulls down souls and inspects the bodies thoroughly. Occasionally, she can be heard yanking out teeth from what must be a mouth with an audible crack. Other times, she is gouging out an eye and hoisting the bodies back up. Her name is Daisy Skullcracker. Daisy has permission to rid the bodies of small parts so long as the bodies remain functional. She buys body parts from the party if they have any. She will pay 2 gp per teeth or rib, 20 gp per wing, foot, hand or intestine, and 50 gp per brain or heart. Butchering a complete humanoid creature is worth 300 gp.



The Prisons

The City of Dis provides everything for its denizens on the surface. But there is another world below the surface: Mentiri, the prison complex of Dis. Every captured mortal and soul not pledged to serve Dispater is held here. Mortals are tempted towards evil while souls not owned by Dispater are used for ransom.

Bastille of Flesh. If characters are defeated or captured, they may wake up in the prison wing called the Bastille of Flesh. Prisoners are trapped in a 10-foot square Baatorian steel cage inside of an anti-magic field. They will share this cell with a **prisoner of Hell** and be stripped of all their possessions. The moment a character regains consciousness, the prisoner attacks them. If the character is killed, its soul is drawn to the Bastille of Souls. If they win, Seth bails them out several days later, and Molgog returns them to Seth's Abode. He explains bribing the guards is a one-time option, and the next time they won't be so lucky.

If characters find themselves imprisoned and for one reason or another fell out of favor with Seth, they're doomed to fight in the prisons until death. During this time, the soul is tempted to perform evil acts. It must make a **DC 15 Wisdom saving throw**. On a success, they can resist evil temptations and their soul is drawn to the Bastille of Souls. Otherwise, Dispater claims their soul.

Bastille of Souls. If characters are killed, their soul will end up in a prison wing called the Bastille of Souls. Here, their soul awaits its final destiny. If they were a devoted worshipper, their deity will claim their soul. Otherwise, their faithless souls can eventually be claimed by Dispater. If a character is resurrected and not claimed by Dispater, their soul returns to their body.



COME HELL OR HIGH WATER



Something is brewing in the marshy depths of Minauros, something that could change the tide of the Blood War. Tasked with the difficult mission of retrieving the prototype of this deadly potion called Fiend's Bane, who will the adventurer's side with should they succeed? Who will gain this weapon should they fail?

About this Adventure

This adventure is balanced for four 8th-level characters and should take about 4 hours. The adventure is meant to start in and around Baldur's Gate, but can easily be placed in any town or city big enough to have an economy that includes a robust alchemy

market. Furthermore, there are options in case the party is already in a different layer of Hell.

Background

In the swamps of Minauros, half submerged in the disease-ridden stench of the bogs, the abishai work night and day to develop the concoction that will turn the Blood War in favor of the devils. While the abishai are contracted to Mammon, Tiamat, who still holds their true loyalty, and who will benefit from ending the Blood War, allows the archduke to use the abishai.

The poison, known only as "Fiend's Bane," is only one of the terrifying developments hidden in the depths of this research laboratory. With the ability to destroy both

sides in the Blood War, Mammon develops the weapon in secret with tacit support by Tiamat. The other Lords of Hell are unaware of the two-edged sword being tested right under their noses. Mammon, in his hubris, believes he will be able to control the weapon. Tiamat is convinced she will be able to turn any situation to her advantage.

Hecate, a god of evil magic, necromancy, trickery, and crossroads, thirsty for a tool that would grant her nearly unlimited access to fiendish souls and a powerful bargaining chip, is eager to get her hands on the poison. In fact, it was her that first informed Mammon of the weapon and provided him with a special alchemy set—the only in existence—with the powers to concoct such a brew. Once the characters show an interest in investigating and retrieving the missing resources, Hecate send's one of her followers (either a priestess or her chosen) to hire the party to recover the poison being made.

Adventure Hook

Outside the Layers of Hell

While spending time in Baldur's Gate, the players hear furtive rumors concerning the city's alchemy shops. The rare and valuable herb, Noldac's Essence, has mysteriously gone missing from every shop in the city. While a mass heist would normally have the shop owners up in arms, the news of this theft is quietly being passed to groups that can act on it without the public's knowledge.

The reason for such secrecy? While Noldac's Essence can be used as a powerful healing salve, in its unrefined form, it is often used for its hallucinatory effects in humanoids. As such, a large-scale theft would unlikely have beneficent intent. The city's alchemists and officials are dealing with the manner in secrecy to avoid panic among the public. They suspect an organized attack will be launched if they cannot recover the stolen goods.

Ending the Blood War

Most creatures actually believe the Blood War is a necessary evil—it keeps both devils and demons at bay and prevents chaos from overwhelming the planes. Whether or not your players or their characters agree can add depth to the adventure. Ask how their characters feel about the Blood War.

Part of the goal of this module is to present a moral quandary to the players—what should they do with the Fiend's Bane and the set used to create it? When the time comes, encourage them to think through the consequences of all their options. This adventure may have less-evident ramifications for your campaign.

While most common folks do not hear about the rumor, the perceptive characters may overhear it from a guard, merchant, or noble, though it should be done discreetly. If you would like to launch into the adventure, the circumstances by which the characters learn of Noldac's Essence may be changed. The highlights that should be provided are that a rare, valuable, and potentially dangerous herb has gone missing. Commoners and those without expert alchemical knowledge refer to it only as “the dreaming herb.” Below are some examples of such an encounter. However, feel free to create your own.

If Outside of Baldur's Gate:

- The party comes across a destroyed merchant caravan that was carrying the herb. A stench of death and fruit fills the air around it. A successful **DC 15 Intelligence (Investigation) check** finds shipping logs that show this caravan was only trading one thing: Noldac's Essence.
- If the party is prone to dealings in the black market or other underground trade, they may find themselves at an

illegal lounge where patrons can enjoy the herb in peace. However, the place is empty except for the owner and several members of the Thieves' Guild searching around. Any characters who approach and speak to guild members in Thieves' Cant are introduced to Elmora Nightwint (see below) and provided the same information. They are also told the lounge's owner saw "an unnatural lack of light" shortly before the herb went missing.

Investigating the Rumors

The players can go about investigating the rumors in the following ways:

Alchemy Shop Keepers. There are four alchemy shops located around Baldur's Gate, the owners of which may divulge information, if the characters play their cards right. When asked about the Noldac's Essence disappearances the shopkeepers are extremely suspicious and defensive of anyone asking about the herb. A character who succeeds on a **DC 18 Intelligence (Nature) check** can find out the details of the herb, and that local alchemists are worried it is being used for nefarious purposes. They also show the adventurers a few black scales left behind at the crime scenes. A **DC 20 Intelligence (Arcana) check** reveals these as scales from a black abishai.

Players with the guild artisan background or proficiency in alchemist's supplies make the Persuasion check with advantage. Intimidation checks automatically fail. If the characters fail to garner any information after inquiring, they are escorted out of the shop. Failing in a second alchemy shop causes rumors of the party to travel quickly and other alchemy shop owners become suspicious of their intent. They may ask the city guard to question them.

A City Official. Godric Morlang (LN human **commoner**) is a well-informed bureaucrat at the palace. He is frequently found at the *Three Old Kegs* inn adjacent to the palace, where he imbibes wine and reads any

book he believes will help him increase his standing with the Council of Four. He is known around the city as the man who sells information. Characters who offer him 50 gp can learn the following:

- There is no trace of Noldac's Essence left within the city. His contact at the Thieves' Guild, Elmora Nightwint, assures him of that.
- The Watch has seen an increase in fiends outside the walls.
- A blind, crazy zealot in the Temple District is prophesying the end of the Blood War and "The Rule of Mammon." No one takes the prophet seriously, but officials worry there is some connection between these facts. Godric personally thinks a religious sect is trying to increase worship of Mammon within the city.

Characters with the noble background can offer half the bribe price. Godric also asks the noble character to promise him he will incur favor with their house.

Thieves' Guild. Elmora Nightwint (CN elf rogue), a high-ranking guild member who specializes in retrieving and selling information, welcomes any character who can speak Thieves' Cant or who say they have already spoken with Godric Morlang, otherwise, she is impossible to find. As one of the biggest dealers of illicit information and black market goods in Baldur's Gate, Elmora can guarantee the characters there is no trace of Noldac's Essence left within the city. One of her agents recently had an encounter with a black abishai outside the city and barely escaped with their life. Elmora says the agent saw a "planar gate" before being attacked. She can mark a map with the location.

The Watch. Speaking with any guards and mentioning they have spoken with Godric, or after raising suspicion with the shopkeepers, inevitably leads the characters to Moges Wilnor (LG human **guard**), who is acting as



the lead investigator for the thefts.

With Godric's influence, Moges reveals that the thefts started just over a week prior, and now that every shop has been targeted, they are out of ideas. A stakeout had been hosted at the last store in town with a supply, only to find that the Noldac's Essence was stolen right under their noses. Even the most perceptive guards saw nothing come in or out of the establishment. During the week of thefts, two black dragon-like creatures were seen flying south of the city in the Cloakwood.

The Mad Prophet: A preacher (CE human **cultist**) who refers to themselves only as "The Voice of Mammon" stands on a street corner in the middle of the city preaching Mammon's message. Since they don't listen to reason, a Persuasion check only causes The Voice to repeat the message more fervently. A **DC 18 Charisma (Intimidation) check** causes them to stop their preaching and interact with the characters. When prompted, The Voice reveals that they have received a vision from Mammon himself, who is developing a weapon that will turn the tides of power in the Blood War toward devils. Most of their ranting is gibberish;

they know nothing else about the weapon or Mammon's plans.

Characters with the acolyte background or those proficient in the Religion skill make the Intimidation check with advantage.

Entering Hell

The same night as the conversation with Elmora or the guards, Hecate's priestess appears as an elderly woman in white and blue robes with black hair that reaches down to her chest. She wears the symbol of a party member's god. She seeks out the party in a tavern, inn, or even a dark alley—as long as she finds them in a private area.

The priestess approaches the characters clutching a satchel in her hands, asking if they are the ones investigating the disappearance of Noldac's Essence. She explains that she has been an alchemist for many years and worries there is a more nefarious plot behind the thefts. If the party listens to her, she hands over the satchel containing blueprints of the lab (Appendix C) rolled into a sealed tube, three empty glass vials, a *carpet of flying*, and ear plugs for each member of the party) and requests that when they find the laboratory, they bring her what is being created there to her for a reward equal in value. With that, walks into the crowded streets and disappears amongst the people of Baldur's Gate.

The characters may make the following checks while interacting with Hecate's priestess:

DC 15 Wisdom (Insight): A successful Insight check reveals that the woman does seem to be an alchemist, but there is more to her story, and who she is, than she lets on. Succeeding by 5 or more reveals that, while she is not necessarily trustworthy, her requests are worth pursuing.

DC 12 Intelligence (History): A successful History check reveals that laboratory and research facilities are not uncommon in the Nine Hells, and tend to hide a variety of valuable and exotic items. They are

historically run by each of the different Lords of Hell to further their own ends.

DC 18 Charisma (Persuasion):

Succeeding on a Persuasion check can allow the characters to inquire about the woman's true nature, how she knows about the laboratory, and what her true motivations are.

- She follows a divine path, but says nothing else. Should the characters press further, she uses her intent to recover this deadly poison as evidence of her benevolence, which is partially true.
- If asked how she knows about the laboratory and how she came to possess the blueprints, she claims she privately employs a few paladins who have done some reconnaissance for her, but she doesn't wish to put them in harm's way. This is partially true.
- If asked about her true motivations, she asserts she is worried what would happen if Mammon was able to use the completed poison, which is true.

A **DC 20 Wisdom (Insight) check** leads the characters to believe she knows more than she is telling them. However, if pushed she does not elaborate further.

If the characters attack her, she does not fight back, but instead uses *dimension door*, leaving the satchel behind.

The satchel contains blueprints of the lab (see below) rolled into a sealed tube, three empty glass vials, a *carpet of flying*, and ear plugs for each member of the party.

If the characters have the exact location of the gate from Elmora, it takes them 3 hours of travel to reach it. Otherwise, they must rely on the information provided by the guards that the abishai are residing somewhere in the Cloakwood south of the city. A **DC 20 Wisdom (Perception) or**

If the party is already in Hell, Hecate's chosen appears to the characters after they encounter the dead fiends. Appearing as an injured paladin searching for the source of the dead fiends. Though she knows the location of the laboratory, she is too injured to proceed herself. Should the characters heal her or ask her to join them, she declines, saying she has other unfinished business to attend to. She gives them her satchel and says that if the party brings her the "Fiend's Bane," she has the authority to grant them a boon from her deity. Her armor bears the symbol of one of the following gods: Helm, Bahamut, Cyric, or Bane. The deity she represents attempts to align as closely as possible with the party's alignment and goals.

Intelligence (Nature) check reveals a trail of broken branches from a flying creature, as well as the scent of rot leading them in the right direction. For every hour beyond the three hours of travel in the Cloakwood, reduce the DC by 2.

A break in the woods gives way to the smell of rot, death, and slight mildew. Following the smell leads you to a large cave opening nearly 12 feet tall with etchings of Infernal runes along the surface of the rock wall. The wave of noxious fumes wafting from the cave brings a sense of unease as you hear the sounds of tearing coming from within.

Abishai Camp (A)

Two **black abishai** (appendix B) are currently here feasting on a slain wolf, having made a small camp to prepare their meal. The remnants of a ravaged trading

cart lay at their feet. They attack on sight but are currently preoccupied with their feast and sorting through the collection they have pillaged. The abishai have a -5 to their passive Perception scores. They continue to eat and sift through their loot for an hour before collecting the Noldac's Essence and gold and heading into the portal. They return in 2 hours to hunt for more Noldac's Essence.

- If a character gets within 30 feet of the abishai without attempting to use stealth, the creatures no longer suffer the penalty to passive Perception.
- If the party tries to speak with the abishai, they feign interest. The abishai have advantage on any contested Charisma ability checks, as they are confident they hold the upper hand and are extremely prideful. Short of letting the party go instead of outright killing them, the abishai are not interested in a parlay, though a smart adventurer may be able to trick them into revealing some information.
- If the party watches, they see only see the abishais eating and rifling through their loot. A **DC 18 Wisdom (Perception) check** can reveal the contents of the trader's cart from a distance.

Ravaged Cart: The remnants of a trading caravan lay scattered amongst the cave, the only valuables the abishai brought here are a pouch of Noldac's Essence and 28 (8d6) gp.

Portal (B)

A 10-foot-wide, 5-foot-tall portal is opened against the far wall. A small pool of muck lies beneath it as swamp water slowly drips from the portal into the pool. An intense smell of gut-wrenching stench wafts out.

Minauros

When the players exit the portal, read the following:

As you exit the portal, the urge to cough is strong as the stench of corruption and rot fills your throat and lungs. An endless swamp spreads before you. The stagnation of its black and green water is broken only by the foggy mists that rise up from it in thick, putrid swaths. Sparse trees, dead and barren, dot the otherwise flat landscape. In the distance, partially obscured by the putrid mist, you see a low-set building protruding from the waters of the swamp. In the distance, you hear an eerie chant.

The swamps of Minauros have the following features:

Difficult Terrain: Any creature not flying travels the swampy waters as though they were difficult terrain.

Poison Mists: The green poisonous mists radiating from the swamp rise up 30 feet into the air and partially obscure anything within them. For every hour a creature spends within the mists, they must make a **DC 10 Constitution saving throw** or take 3 (1d6) poison damage and suffer the poisoned condition for 1 hour. For every additional hour in the mists, the saving throw DC increases by 2 and the poison damage increases by 1d6. A creature who fails 3 total saving throws in the mists suffers a random **Long Term Madness** effect for 1d10x10 hours:

Long Term Madness Table

d8	Effect
1	The character is driven to make themselves as disgusting and repulsive as possible, believing it will bring them immunity to the smell of Minauros.
2	Driven to fear the hellscape around them, the character exhibits extreme cowardice.
3	Mammon's Charm. The character is compelled to serve Mammon by adding to his greed. The character is driven to add to collections of value instead of taking from them.
4	The character is driven to fight for the devils in the Blood War.
5	The character is filled with greed and an insatiable need to collect all gold and gems, including their friend's.
6	The character is filled with an extreme phobia of blood.
7	The character feels cold no matter the environment.
8	The character is filled with a paranoia that all food and drink is poisoned.

Chanting: The swamps echo with an eerie chant, an enchantment by Mammon to corrupt the hearts of mortals. At the end of every hour spent in the swamp, a creature who can hear the chanting must succeed on a **DC 12 Wisdom saving throw**, or suffer the Mammon's Charm condition until they can no longer hear the chants. The creature can repeat the saving throw, with disadvantage, at the end of each hour, ending the effect on a success, and granting immunity to the effect for 24 hours. Creatures who have the deafened condition do not need to make the saving throw until the condition is removed. The earplugs provided by Hecate's follower grants the deafened condition, but they take an action to insert or remove.

Obscuring: The mists of the swamp naturally conceal creatures from sight and smell. Creatures who cannot rely on their ears make all Perception checks against

Stealth with disadvantage if they or the sneaking creature is within the mist or swamp waters.

If the characters use the *carpet of flying* to traverse the swamp, it becomes corrupted overtime. After 1 hour in Minauros, the carpet becomes aggressive and attack the creature closest to it. Use the statistics for a **rug of smothering**. Unless the party is exceptionally quick, this forces them to be creative when returning to the portal from the laboratory.

Within the Layers of Hell

If the adventurers have spent at least one whole day in Hell, it becomes possible for them to stumble upon Tiamat's plots. Each day the characters are in Hell roll a d10. On a 10, the party encounters a smell of rotting flesh with a sweet note of fruit or berries. A successful **DC 15 Wisdom (Perception) check** leads them to find the hidden bodies of fiends stashed about each layer. The fiends are a variety of devils and demons from the layer the party is exploring.

Several fiends lie at your feet, some propped up or slouched, while others are piled on top of one another. From a glance, none appear to have wounds or show signs of battle.

The following checks, to be made in sequence, reveal various clues.

DC 12 Wisdom (Perception): A smell of berries mixed with mildew. Any fiends with weapons have them still sheathed.

DC 15 Wisdom (Medicine): The fiends have died of some type of poisonous gas, despite their natural immunity to it.



DC 18 Intelligence (Investigation): Purple pockmarks dot the inside of the fiends's lips.

DC 25 Intelligence (Arcana): Remnants of the poison left on the fiends has a slight magical essence that suggests it was created through magical methods.

DC 22 (reduce by 2 for each successful check above) Intelligence (Nature): The fiends died of a rare and powerful form of Noldac's Essence.

The Laboratory

The characters recognize the building in the distance as the laboratory detailed on the blueprints given to them. It sits 300 feet from the exit of the portal in the distance. The laboratory has two entrances highlighted on the blueprints: one on the swamp level, above the water line but still obscured by the mist, and one on the roof.

Four **black dragon wyrmlings** patrol the perimeter of the building, circling continuously with at least one on each side at all times. They fly 35 feet above the swamp, and every 10 minutes, they all pause for one minute to roost on the eaves of the building. Because they are not immune to Mammon's Charm they all wear earplugs. Every 4 hours a new set of four dragons replaces the ones on duty. All 8 dragons use the lower door at that time, and the transition takes 30 seconds, during which time the roof access is unattended.

If the characters choose to enter the swamp level door, a successful **DC 14 Dexterity (Stealth) check** is enough to go unnoticed by the wyrmlings, but they must navigate through the lower part of the laboratory and contend with the swamp.

If they attempt to enter through the roof, the black dragons attack on sight if the party is spotted. When one black dragon remains, it attempts to retreat and enter through the lower door to alert everyone inside.

Rooms

Within the laboratory, all the rooms share the following features, unless otherwise noted:

- **Walls.** The walls are made of 1-foot-thick stone, and are 40 feet high.
- **Swamp.** Two feet of swamp covers the floor and mist rises another 30 feet from it, leaving a 5 foot space between the mist and the ceiling. All perception checks that rely on sight or smell are made with disadvantage.
- **Doors.** The doors are unlocked and made of simple metal.

Entrance (A)

To the south is the main entrance door, and another door sits to the north. Swamp covers the floor here. Bright magical lights hover at the ceiling.

Features

Pentagram: The door to the north is inscribed with a pentagram. In reality, the pentagram is a *major image* (spell save DC 15) spell used to lure people to study it closer. Any creature who steps within 5 feet of the door triggers the arrow trap within the walls (see below). The pentagram itself is harmless.

Blood Marks: Blood, barely visible through the mist, streak the walls: evidence of something more sinister present in the room.

Trap: The entire room is trapped with arrows in the wall. Moving within 5 feet of the northern door activates a mechanical, light-based sensor. A **DC 15 Wisdom (Perception) check** reveals the trap, which can be disabled with a **DC 17 Dexterity check using thieves' tools**. Failing the check by 5 or more, or casting darkness within the room, sets off the trap. If the trap goes off,

any creature in the room must succeed on a **DC 16 Dexterity saving throw**, taking 44 (8d10) piercing damage on a failure, or half as much on a success.

Hallways (B1 - 4)

The is not swamp water here, but vents in the floor ensure that the mist still permeates the hallways up to 30 feet. The vents are placed on the floor every 5 feet. They are only 6 inches in diameter and lead directly into the murky depths of the swamp.

Features

Hallway 1: The southern east-west hallway contains five doors to the south—one for the entrance and four for the dragons's nests.

Hallway 2: The eastern north-south hallway contains eleven doors. The southern eight are lead-lined and contain a sliding window. Behind each one is a captured and tortured demon.

The northern three each contain testing rooms. All doors in this hallway are locked, and can only be unlocked from the outside, if touched by a fiend's hand, or if the arcane lock on each is bypassed.

Hallway 3: The northern east-west hallway contains five doors to the north—one for each dragon's nest.

Hallway 4: The western north-south hallway contains two doors. The northern door can be unlocked with a lab key or a **DC 14 Dexterity check using thieves' tools**. It leads to the Observation Room (G).

The southern doorway is lead-lined, preventing most divination magic from passing through and inscribed with a glyph of warding (spell save DC 16), which is triggered by touching the door. Unlocking the door requires a lab key or a successful **DC 20 Dexterity check using thieves' tools**.

Creatures

Two patrols, both consisting of a **black abishai** and a **black dragon wyrmling** guard the hallways in a parallel route. Each patrol walks back and forth along opposite hallways (1 and 3, 2 and 4) for 6 minutes (1 minute up, 1 minute back, repeating three times) before moving counterclockwise to the next hallway. They fly in the 10-foot space between the mist and the ceiling. Roll on the conversation table below if the heroes wish to listen in on what each patrol is talking about.

d8 Conversation Topic (In Draconic)

- | | |
|---|---|
| 1 | The abishai are trying to reverse engineer several "projects" from deeper layers of the Nine Hells. |
| 2 | There is a spy among the abishai (untrue) |
| 3 | The current state of the Blood War. |
| 4 | Mammon will be visiting shortly to check in on progress. |
| 5 | The torture of a captured demon (below). |
| 6 | The Fiend's Bane is ready and will be given to Mammon when he visits next. |
| 7 | Someone stole nightmare mounts from Mammon's personal herd. |
| 8 | Mammon is said to have allied with another archduke (untrue). |

Dragon's Nests (C1 - 9)

Features

Swamp: The mist is vented out through the walls. The vents are the same size as the ones in the hallway but lead directly outside.

Nest: Sitting on a 20-foot-high platform, a 10-foot diameter nest sits in the far corner. It can hold up to four sleeping wyrmlings. Each nest has the following treasure inside, which the dragons have hoarded or stolen.

- C1: Nothing.
- C2: 16 cp, 9 sp, and 3 gp, carnelian (50 gp), a spell scroll (ensnaring strike), and two potions of climbing.
- C3: 21 cp, 16 sp, and 7 gp.
- C4: 17 cp, 13 sp, and 8 gp, a bolt of silk (25 gp), a leather ribbon (25 gp), fine cloth gloves trimmed with sable (25 gp), a polished stone box (25 gp), and an iron comb (25 gp).
- C5: Nothing.
- C6: Nothing.
- C7: 29 cp, 14 sp, and 5 gp, a pair of leather boots with brass buckles (25 gp), a leather belt set with blue quartz (25 gp), a leather belt set with lapis lazuli (25 gp), a rabbit fur vest (25 gp), a spell scroll (phantasmal force), and three potions of healing.
- C8: Nothing.
- C9: 17 cp, 15 sp, and 5 gp, chalcedony (50 gp), chrysoprase (50 gp), a decanter of endless water, and a vial of oil of etherealness.

Cauldron: Elevated on a 5-foot high platform, a 10-foot diameter cauldron sits in the center of the room, heated by a magical flame underneath. The contents inside are roughly 100 degrees and contain a mixture of random body parts, blood, water, and a smell of mixed berries and mildew.



A **DC 18 Intelligence (Arcana) check** identifies this mixture as both food for the wyrmlings and a new poison that has been distilled from Noldac's Essence—Fiend's Bane.

Creatures

Each nest contains 1 (1d6-2) **black dragon wyrmling** which will attack if awakened, defending its nest.

Prison Cells (D1 - 8)

Features

Each cell has one demon chained to it in the back. The window can slide open to see inside.

Creatures

Roll 1d8 to see which demon is imprisoned inside.

d8	Demon
1	Bargura
2	Chasme
3	Dretch
4	Glabrezu
5	Hezrou
6	Mane
7	Quasit
8	Vrock

If released, the demon attacks indiscriminately unless intelligent enough to bargain with the characters. Each demon has only a quarter of its hit points left, as each one has been used as a test subject by the abishai and is constantly kept hungry and weakened.

Testing Room (E1 - 3)

Features

Each room has chunks of body parts scattered across the room, is splattered

with liters of blood, and smells of death. Each creature entering the room must make a **DC 16 Constitution saving throw** or become incapacitated for 1 round. A **DC 17 Intelligence (Nature) check** identifies the body parts as a variety of demons. A **DC 15 Wisdom (Perception) check** can make out the faint scent of mixed berries and mildew among the stench of death.

Show Room (F)

Features

The swamp and mist do not extend into this area.

Acid Pit: At the southern end of the room sits a 10-foot-square and 5-foot-deep acid pit. The acid does 10 (3d6) acid to each creature that starts its turn there or enters the area for the first time. Any creature reduced to 0 hit points in this way dies and is dissolved in the acid. Weapons and armor (including magical items) suffer a -1 to their damage rolls or AC every round they are in the acid. After 3 rounds they are fully disintegrated.

Signs of Wear: Blood streaks the walls and ceiling, including one long, thick line from the center of the room to the acid pit. It is clear the mark was made from repeatedly dragging bloody corpses. Scorch marks and other signs of magical residue scatter the room.

Creatures

8 (2d6 + 1) **imps** fly about the room cleaning up scraps. Their heavy activity gives them disadvantage on Perception checks, but if the door to their room is opened, they notice. If they see the party, they prefer to distract the heroes while one tries to retreat and alert the rest of the building. They go so far as to provoke opportunity attacks to do so, but prefer to use their invisibility.

Observation Room (G)

Features

The swamp and mist do not extend to this room.

Plush Chairs: Nearly two dozen plush bean bags of various sizes are scattered across the room, including one large one with the name “Mammon” inscribed in Infernal on the back.

Wall of Force: Stretching from wall to wall at the southern end of the room is a wall of force. While completely transparent, it blocks anything from passing through from the showroom (F).

Roof Access: In the northwest corner a ladder descends from a metal trap door, which leads to the roof.

Main Laboratory (H)

Features

All features are on platforms which elevate them above the swamp.

Bookcases: Lining the outside of the laboratory are bookshelves full of tomes regarding alchemy, poison, exotic materials, and fiendish anatomy.

Alchemical Sets: The northern and southern tables are alchemical sets, actively brewing poisons that give off a fruity, organic scent. On the southern tables sits a single bottle of Fiend’s Bane. The bottle is full and stoppered, seemingly having just finished brewing. While the southern set is not currently in use, the one on the northern table is in full production. A successful **DC 14 Intelligence (Arcana) check** reveals that, should anyone try to stop the process or tamper with the set, it will explode, destroying everything on the workbench and dealing 28 (8d6) fire damage to every creature within a 20-foot radius (**DC 15 Dexterity saving throw** for half damage). The potion seems as though it will be done brewing in a day or two.

Workbenches: The eastern and western tables are workbenches. The western one is piled high with various tools and trinkets meant to deliver deadly potions or explosive results from a distance as well as various potions and vials. On the eastern table lies a huge beast that looks like a gorilla with hooves. It is tied down and partially dissected, its entrails strewn out and seemingly catalogued. Its beady eyes are overshadowed by its large mouth, peeled back to reveal two rows of large, jagged teeth. This is a **bloodhound** (Appendix B), stolen from Cania that the abishai are attempting to reverse engineer.

Chests: Four chests form a square in the middle of the room, each with a different trap.

- Chest 1: A **DC 12 Wisdom (Perception) check** is required to identify the mechanical trap. A **DC 12 Dexterity check using thieves’ tools** successfully disarms the trap. If the trap is set off, it explodes, dealing 11 (2d10) piercing and 11 (2d10) fire damage to each creature within 5 feet (**DC 12 Dexterity saving throw** for half damage) and destroys the contents inside.
- Chest 2: A **DC 15 Wisdom (Perception) check** is required to identify the mechanical trap. A **DC 15 Dexterity check using thieves’ tools** successfully disarms the trap. If the trap is set off, it releases poisonous gas in a 20-foot radius, dealing 33 (6d10) poison damage to each creature in the area (**DC 15 Constitution saving throw** for half damage).
- Chest 3: A **DC 17 Intelligence (Arcana) check** is required to identify the magic trap. A **DC 17 Intelligence (Arcana) check** or casting dispel magic against the 5th-level mind spike (XGtE) on the chest can disable it. Any creature who opens the chest suffers the effects of a 5th-level *mind spike*.



- Chest 4: A **DC 19 Intelligence (Arcana) check** is required to identify the magic trap. A **DC 19 Intelligence (Arcana) check** or casting *dispel magic* against the 7th-level *magic missile* on the chest can disable it. Any creature who opens the chest suffers the effects of a 7th-level *magic missile*.

Creatures

One **blue abishai researcher** (appendix B) and 7 **black dragon wyrmlings**. Upon noticing the characters the abishai springs into action, awakening the dragons and attempting to either kill or capture his intruders. The abishai is fairly intelligent and knows to allow the dragons to take the brunt of battle while it stays back and uses ranged attacks.

Encounter

Upon entering the room, if the researcher hasn't been notified of the party's presence, read or paraphrase the following:

The sound of bubbling liquid and a strong smell of berries gives way to the sight of a blue abishai flipping through a book while a half dozen dragon wyrmlings slumber around the room.

Treasure

Abishai: The blue abishai has a silver lab key, any potions it did not use in combat, a second completed vial of Fiend's Bane, and a bloodstone (50 gp) in its pocket.

Bookcases: The following **Intelligence (Investigation) checks** reveal the following books:

- DC 10 and higher: An indepth catalogue of the various uses of Noldac's Essence. Most entries appear to be marked over or handwritten fairly recently.
- DC 15 and higher: A treatise on how to properly grow herbs and other plants in the Nine Hells, penned by a warlock serving an infernal patron.
- DC 20 and higher: A spell book from an unknown wizard that contains the following spells:

Cantrips: *chill touch, dancing lights, shape water, thunderclap*
 1st level: *chromatic orb, color spray, mage armor, thunderwave*
 2nd level: *crown of madness, invisibility, knock*
 3rd level: *counterspell, gaseous form, tidal wave*
 4th level: *blight, phantasmal killer*

Western Workbench: A light crossbow of vial shot (appendix A), a vial of oil of slipperiness, 5 (2d4) vials of alchemist's fire, 5 (2d4) vials of acid, 8 ounces of Noldac's Essence, and various plants and alchemy materials worth 200 gp. There is also a small silver cube inscribed with Infernal runes. It is a blackfire cube (Appendix A), which the abishai are attempting to reproduce, stolen from a deeper layer of Hell.

Southern Workbench: The completed and stoppered vial of Fiend's Bane and a mastercrafted set of alchemist's supplies, which grant the user +2 on any ability checks made using the tools, and which is not in use. There is also has a spear shaft made of chrome, but with the texture of oak.

Chests: Four chests rest in the middle of the room:

- Chest 1: 60 gp, carnelian (50 gp), chalcedony (50 gp), jasper (50 gp), *deck of illusions* (26 cards), *greataxe +1*, and a *shortbow +1*.
- Chest 2: 80 gp, banded agate (10 gp), eye agate (10 gp), two hematite gemstones (10 gp per gemstone), moss agate (10 gp), obsidian (10 gp), tiger eye (10 gp), and turquoise (10 gp).
- Chest 3: 70 gp, a pair of ceramic dice (25 gp), a leather belt set with tiger eye (25 gp), a pair of leather gloves lined with black velvet (25 gp), a painted glass mask (25 gp), a painted glass rod (25 gp), and a *potion of healing*.
- Chest 4: 7 pp, amber (100 gp), pearl (100 gp), tourmaline (100 gp), a *spell scroll (reincarnate)*, a *potion of clairvoyance*, and a *potion of superior healing*.

Developments

The characters can:

- Kill the dragons and take the potion back to Hecate's follower, giving her a powerful weapon.
- Kill the dragons and take the potion to city officials, informing them of the standing of the Blood War.
- Kill the dragons and destroy the potion, reporting back what they found.

All of the above options eventually lead to Mammon or Tiamat learning that someone has discovered their lab. If the characters left the special alchemy set (appendix A), it is possible the lab will be rebuilt somewhere else. The DM can use this branching storyline in later adventures.

- Upon losing the abishai clear out the demons in the cells and hold the party until Mammon arrives.
- It is possible that the characters instead decide to help end the Blood War and leave the potion, attempting to bargain

with the abishai or Mammon. While this option is unlikely, the possibility is open due to the nature of the matters. Mammon will be returning to the complex soon, and will reward the characters for any information on who sent them. The archduke also attempts to recruit the characters for his plans.

Both of the above options lead the party to meet Mammon, a massive devil serpent with a humanoid upper body and two arms, resting atop of which is a monstrous head with a fanged mouth. While this adventure does not continue this option here are a few notes to help you plan a meeting with Mammon.

- Mammon's current plot is to mass produce Fiend's Bane and supply dragon wyrmlings which have consumed the brew to the other lords of Hell for a large profit.
- Tiamat plans to undermine Mammon and use her dragons along with the poison to instead leverage control of the Nine Hells and escape her prison.
- Hecate is angered with the characters for turning on her and aiding Mammon.
- If the characters are able to either sneak past the abishai and dragons or retrieve the Fiend's Bane without killing the devils, they learn their lab has been discovered. The devils close the portal within hours and move the lab.

All black dragon wyrmlings in this adventure have the following changes to their breath weapon.

Fiend's Bane Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (3d8) acid and 14 (3d8) poison damage and on a failed save, or half as much damage on a successful one. This damage counts as magical for the purpose of overcoming immunities and resistances.

Returning to Baldur's Gate

Upon arriving at the city gates the same woman dressed in blue and white robes stands waiting. As you approach she stretches out her hand expectantly without a word. A slight smile forming at the corner of her lips.

If the party offers the Fiend's Bane the priestess thanks them, offering a blessing from her goddess in exchange. Pulling out a symbol of the moon she will grant them **Hecate's Fortitude**.

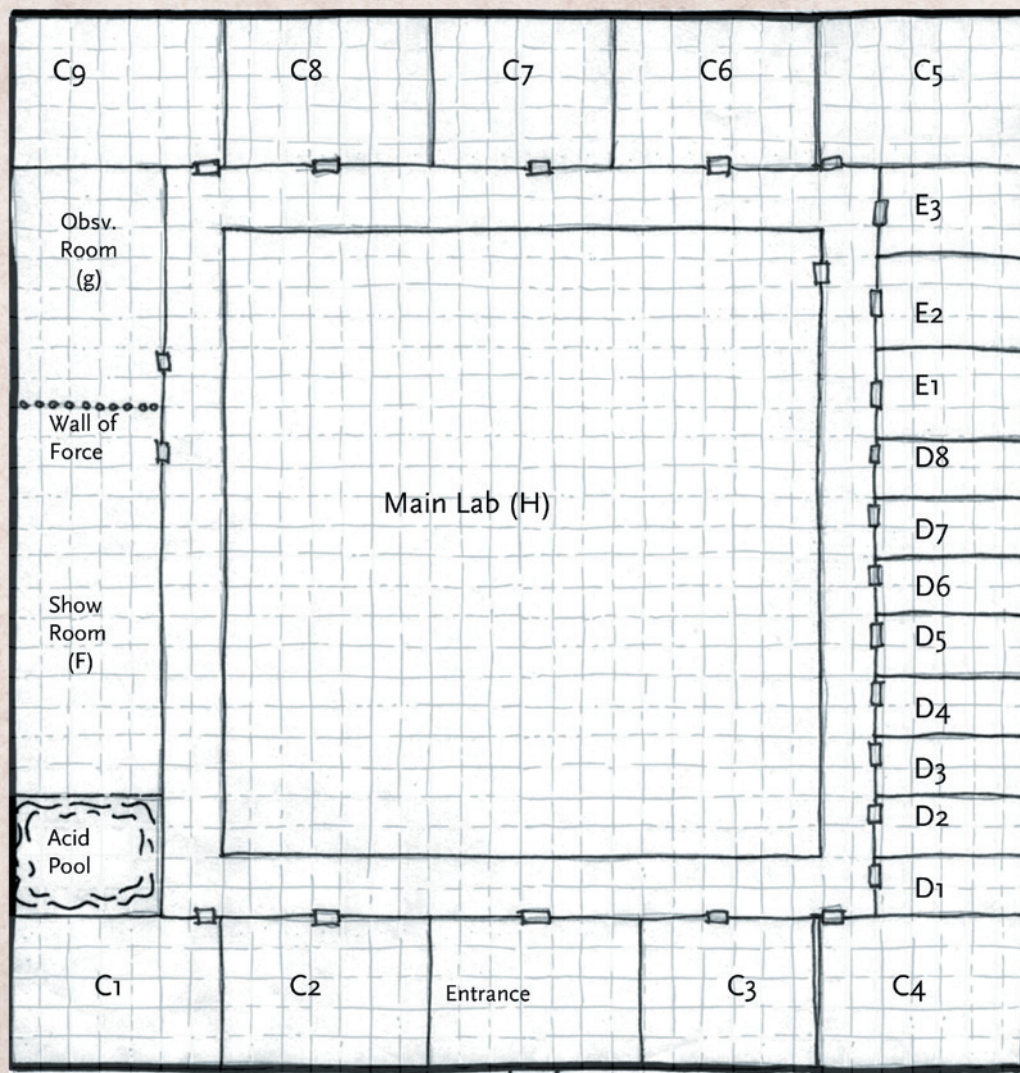
If the party first met Hecate's Chosen in Hell and returns to the paladin, she will have

set up a camp and thanks the characters, granting them **Hecate's Fortitude** before packing her supplies and leaving.

Hecate's Fortitude: You have advantage on Constitution saving throws against spells and other magical effects.

If the party refuses to hand over the Fiend's Bane, she will curse them, swearing Hecate's wrath upon them until they are dead or hand over the Fiend's Bane. The DM can decide how this manifests throughout the rest of the campaign.

Returning to the city with information on the thefts of Noldac's Essence, Fiend's Bane, or the laboratory will inevitably lead to the characters rise of popularity with the people and nobles of Baldur's Gate.





THE ARCHDEVIL'S GAMBIT



"The Devil pulls the strings which make us dance;

We find delight in the most loathsome things;

Some furtherance of Hell each new day brings,

And yet we feel no horror in that rank advance."

- Charles Baudelaire

Adventure Design

The Archdevil's Gambit is a one-shot adventure for a party of four players of 13th level. Encounters can be scaled to the appropriate difficulty for levels 12-14.

Background

Phlegethos. Phlegethos is the fourth level of Hell, with landscape dominated by routine earthquakes, active volcanoes, rivers of lava, and clouds of smoke and fire. Phlegethos is co-ruled by Belial and his daughter, Fierna. Because of their intrinsic evil tendencies, this level also corrupts one towards seduction and pleasure.

Tymphal. Tymphal is the head of Tymphalos, the manufacturing and industrial area, nicknamed the "Mouth of Iron". It is here that he uses his skills as a brilliant master smith, constructing war machines to be used in the Blood War in Avernus. He is dissatisfied that his ambitions are largely

unrealized because of his uninspired help, and Asmodeus's emphasis on building war machines in mass quantities in lieu of quality.

Tymphal dislikes Baatoran politics, preferring to hone his skills of invention and creation for eternity. He is particularly distrustful of Fierna, who seems to be unfocused and a slave to her more chaotic tendencies of lust and torture.

Recent Events

Magrin caught the eye of Fierna and was taken to her tower to satisfy her lustful desires and her hunger for agony and anguish.

Magrin's Background

Magrin, a shadowy-skinned duergar, is a servant of Tymphalos. Before his death on the Material Plane more than a thousand years ago, Magrin worshipped Tymphal, who bestowed just a speck of his knowledge and skill to the gray dwarf. That blessing made Magrin the most famous and highly-skilled forger and tinkerer of his time. Since arriving in Phlegethos, he has repaid his master by assisting him in the construction of magical machines, hell-forged vehicles and weapons, and instruments of torture. Magrin has proven himself and is trusted by Tymphal in all matters.

Recent Betrayal

Magrin has recently, unbeknownst to Tymphal or his assistant, Ignaroz, fallen victim to his lust and desire for Fierna. She offered him a contract to serve her, and he willingly signed the agreement to satisfy his carnal desires.

Since Fierna has secretly lured away his assistant Magrin, Tymphal finds his ability to run his unholy skunkworks diminished. Annoyed, yet again, by Fierna's lack of control of her desires, Tymphal decides to

take matters into his own hands. Luckily for him, a group of gullible mortals just entered Phlegethos...

Run Time

Adventuring groups run their adventures quite differently, so the amount of time The Archdevil's Gambit can take your party to finish can vary. In our playtesting, XXX runs approximately XX to XX hours.

Location

The Archdevil's Gambit takes place in Phlegethos, the fourth level of Baator of the Forgotten Realms. It is possible to use this adventure in another plane or pocket dimension by altering names and details of Phlegethos to fit your adventure.

Objectives

Magrin, within the confines of a counterfeit soul coin, must be brought back to Tymphal.

Random Encounters

Random Encounters may be added when the party travels, to break up other elements of the adventure (i.e. - investigation, role play, etc.), or if you feel a change in pace is needed for your party's enjoyment.

Concise Information of Important People and Places

Notable Locations

Abyrimoch

Capital of Phlegethos, strongest fortress in the middle hells, whose walls are comprised of obsidian and cooled magma. It looks like a broken god rising from the lake of lava to pay tribute to Asmodeus' victory over a god here. Belial and Fierna co-rule here.

Firefalls

Made of volcanic cliffs with rivers of fire pouring over them. They are terrifyingly beautiful. Hellish artificers and forgers reside here. The area is known to produce the best flame tongues and helms of brilliance in all the Realms.

The Lake of Fire

A huge lake of burning pitch in the center of Phlegethos. A neutral ground for disputes. Devils cannot endure the heat of this lake; it will destroy them.



The Pit of Flame

A deep and horrific chasm filled with filth and white flame, used to punish incompetent devils. It is rumored that victims are put into metal spheres that hover over the flames. Hundreds of thousands of souls and devils fill this pit, and the surface seems to crawl as they climb on top of one another.

The Road of Cinders

A broken maze of lava tubes that go from Abriymoch to Stygia. It is a dangerous place, that is often overrun by unpredictable lava floods. It tends to be a refuge for criminals.

Tymphalos

Nicknamed the Mouth of Iron, Tymphalos is a hellish factory where duergar and lesser devils work under the archdevil, Tymphal, to create weapons, mechanical war machines, and torture devices for those in Hell.

Significant Residents

Belial

Co-ruler of Phlegethos, and the patron of secrets and seduction. Father of Fierna.

Fierna

Co-ruler of Phlegethos, and the patron of fire and pleasure. Daughter of Belial.

Gazra

Pit fiend and governor of Phlegethos. Fierna gives him control so she can focus on satisfying her desires. Lives in a crystal palace separate from Belial and Fierna.

Tymphal

Head of Tymphalos, the Mouth of Iron. Brilliant master smith. Distrusts Fierna because of her unfocused and lustful tendencies.

Zammasir

In charge of The Pit of Flame.

Phlegethos Corruption Effects

Phlegethos is the typical paradigm of Hell: hellfire, brimstone, seduction, and desire. The party is protected from most heat effects by a gift of Tymphal called the *brooch of the hellish voyager*. However, it does not protect them from the other corrupting effects of the level. After a rest (or every 2 hours of real time), the party must make a **DC 12 Wisdom saving throw**. If successful, any previous Phlegethos corruption effects are dispelled, otherwise, roll a d10 to apply the following effect:

d10 Phlegethos Corruption Effect

- 1-5 **Mental Strain.** The party takes 7 (2d6) psychic damage.
- 6-7 **Fierna's Pleasure.** The character daydreams of carnal pleasures, making it difficult to think clearly. They gain the flaw "I can't seem to concentrate on things, even when they are important."
- 8-9 **Fierna's Pain.** The player character continually wrestles against the urge to endure anguish and suffering. They gain the flaw "I tend to make decisions that could cause me pain."
- 10 **Belial's Seduction.** The player character's alignment changes to lawful evil.

Adventure Framework

The Devil's Gambit is organized into the following parts:

Part 1: Invitation and Discretion

The adventuring party arrives in Phlegethos and meets Ignaroz, who contracts the party to save Magrin. She also gives the party a few magical items integral to their journey.

Part 2: Exploration and Investigation

Ignaroz's first lead is a devil named Haggoth, who gives names of those that worked in Fierna's tower. The party

searches for the people of note and gathers information to help them formulate a plan. The party has limited resources to travel in Phlegethos, and must choose what information is important to gather.

Part 3: Calculation and Orchestration (Tymphalos)

The party travels to Tymphalos to meet with Ignaroz and formulate a plan. Ignaroz gives the party a counterfeit soul coin to bring Magrim back to Tymphalos.

Part 4: Initiation and Execution (Fierna's Tower)

The party teleports into the tower and enacts their plan to rescue Magrin in the soul coin Ignaroz gave the party.

Part 5: Conclusion and Resolution

Ignaroz listens to what the party discovers and rewards them according to their findings.

Part 1: Invitation and Discretion

"When devils will the blackest sins put on, They do suggest at first with heavenly shows."

- William Shakespeare

"...you cannot shake hands with the devil and not get sulphur on your sleeve."

- Nancy A. Collins

This adventure begins after the party enters Phlegethos. If you wish, an encounter may take place, or some other action that may draw the attention of the more powerful leaders in the area.

The Black Portal Appears

Read or paraphrase the following:

As you enter Phlegethos, the overwhelming heat affronts your senses, seeming to scorch your lungs and pull the moisture from your eyes and mouth.

A black speck appears before you and grows into a swirling portal. The 10-foot diameter, pitch-black gateway emits a deep humming noise, and a white-skinned creature slowly materializes as it steps through the darkness. As it exits, the portal shimmers for a moment before disappearing; a gust of hot wind and a high-pitched whine decrescendos for a second or two before going quiet.

The beautiful, white-skinned creature makes its way out of the portal, hands in the air, and says, "I mean you no harm. My name is Ignaroz, and I need your help."

Ignaroz

Profile

Ignaroz (appendix B), Magrin's servant, is an intelligent and stunningly beautiful spined devil. She is a deft messenger, protector, and spy. She is easy to spot among other spined devils not just because she is albino, but because she wields a two-handed longsword, rather than a fork like the rest of her kind. Tymphal has imbued her with increased size and strength to serve Magrin. She is especially loyal now because she is up for a promotion soon (at least in the next couple hundred years or so). She follows orders to completion, and with effectiveness.

Ignaroz has her longsword on her back and does not wish to make any intimidating or menacing actions. She does not speak, but uses her telepathy to communicate directly into the minds of the adventurers. The sound of her voice betrays her outward spined appearance: she speaks kindly, with a peaceful and calming intonation.

If the party ever tries to attack Ignaroz, she teleports away, and comes back with an armed escort of six horned devils to try to negotiate again.

Discussion with Ignaroz

Ignaroz will relay the following information as required:

- My master, Magrin, has been taken from us, and we wish to get him back.
- We work in Tymphalos, for our great master. Since Magrin was taken, Tymphal has been...annoyed. He wishes to get Magrin back.
- Magrin is being held in Fierna's tower, we believe, on the 47th level.
- Fierna is the co-ruler of Phlegethos. She is the one who has taken my master! [loses composure for a moment]
- She keeps Magrin there as an object for her lust, and to torture him! I beg you to help get him back!
- We do not know the specifics of his disappearance, or whether he agreed to it.
- I ask you, in the stead of Tymphal, to investigate his disappearance.
- You must keep it secret, whatever you do. Any indiscretion will make my master unhappy. Any rewards you hope to obtain could be eliminated. And other....things.
- In Phlegethos, one must lawfully find a way out of any agreements that have taken place. However, my master is also prepared to make right any...activities...to break Magrin out of the tower.
- My master cannot intrude directly in this matter, for political reasons.
- My master asks that you sign this contract. Rules must be followed to protect both you and my master. Please read and sign.



Hand out a copy of Tymphal's Contract (appendix C) to the party. Later in the adventure, conversations that may violate the contract will be marked as (Contract). Make note of the infraction, as it may have an effect on the outcome of the adventure, as well as the very souls of the player characters. **The players should understand that their souls can be lost forever if they are not careful!**

Parting Ways with Ignaroz

As Ignaroz leaves, she tells the adventurers they can find clues about Fierna's tower and the disappearance of Magrin. She tells them to speak with Bozzaz in The Pit of Flame. The portal then opens, she passes through, and it closes, leaving the area still and quiet.

Ignaroz's Gift

Brooch of the Hellish Voyager

Ignaroz gifts each character a magical brooch that protects them from the heat of Phlegethos and allows the party to teleport, as Ignaroz does, to any location within the borders of this layer of Hell. It has 4 charges, the last one must be used to travel back to Tymphalos. It is a patinated, round piece of jewelry; it is gently raised in the middle, has old-fashioned engraving on the periphery, and a small ruby set in the very center. To

activate it, those that wear the brooch must tap theirs, and say in unison where they wish to go. Afterward, they also must say the command word, "Galvanize". If the party does not say the same place, the brooches will not work.

Part 2: Exploration and Investigation

"The joy of seeing another person in pain, frustrated or angry is a delicacy only for the most wicked."

- Robin Sacredfire

Limited Resources

This stage of the adventure is to collect information about the Fierna's tower, and at the same time, discover information that could leverage the release of Magrin.

Since the party must use the last charge of their brooches to return to Tymphal, they may only choose three of the following locations. This will restrict some information that may be helpful, forcing the characters to make important, outcome-changing decisions.

Bozzaz: Into the Pit of Flame

The Pit of Flame is a giant sea of putrid-smelling magma, surrounded by mountainous crags and volcanoes. The entire surface of the lava crawls with masses of heads and hands, screaming and flailing, climbing upon one another to avoid submersion in the fiery lake. Ash and smoke rush skyward as heat carries them miles above the Pit of Flame.

Tens of thousands of neatly organized metallic spheres float above the surface, with hundreds of white, flying creatures toiling about, like strange bees in a nightmarish hive. A noise comes from the spheres—the

General Features of The Pit of Flame

Terrain. Rocky, dusty ground that slopes down towards the pit. If you desire, it can be difficult terrain.

Weather. The air is oppressively hot. There is an upward, un-refreshing flow of air from the rising heat off the magma pit. The burning debris creates a haze that is difficult to breathe.

Light. Bright light, with an orange-red glow.

Smells and Sounds. The overwhelming smell of rotting and burning flesh, excrement, and sulfurous smoke. Cries for help, mercy, and defiance are heard from those in the pit.

sound of echoing screams coming from within the metallic prisons.

Around the entire perimeter of the lake, hordes of **horned devils** are mocking and pestering the weaker devils as they push them back into the Pit of Flame with their forks.

Roleplaying Haggoth (horned devil, lawful evil)

Personality: Haggoth sees the adventurers as pawns to help remove his competition. He's very friendly and uses kindness to manipulate the party.

Ideal: I do what I must to rise in the ranks as quickly as possible.

Bond: He protects the party if attacked; he will not see a tool he can use destroyed.

Flaw: I will not speak or deal with dwarves. If I must interact with them, I will be curt and rude.

Goal

To find Bozzaz, the architect of the tower, who can provide a detailed map of the level of Fierna's Spire where Magrin resides, and get the next lead—Melthor, in the Road of Cinders.

A Warm Welcome

Please read or paraphrase the following:

Ten **spined devils** immediately attack the party. Haggoth, a **horned devil**, flies towards the party, and reaches them on the second turn of battle. Haggoth may fight the spined devils or order them to stand down, whichever is preferred for your style of game.

After a moment of darkness, a blinding-red glow assaults your eyes. As they slowly adjust to your new surroundings, the smells of excrement and burned flesh, the searing heat, and sound of bubbling assault your other senses. Once your eyes adjust, you are finally able to see a giant lake of lava.

About 100 feet from the surface of the lake, a large devil with wings and horns stops pushing a smaller devil back into the magma as it looks over at you. It runs toward your group, flaps its wings, and points at the sky, waving at you. You hear a soothing voice in your head say, "Watch out! Look up!"

As you look up at the sky of ash and fire, a formation of spined devils plunge quickly toward you, screaming as they level their forks for battle.

Discussion with Haggoth

Haggoth will relay the following information as required:

- Hello, friends! I must say, you are a sight for sore eyes! I wasn't sure if I ever would see an honest soul again, in this wretched place! There are nice devils in Hell, you know!

- My job, as unpleasant as it may be, is to make sure the hundreds of thousands of souls in The Pit of Flame stay inside to receive their proper and just punishment.
- (Lie) I hate this job, and hope to transfer to another, more humane position of employment soon!
- (Contract) Why, pray tell, are you here?
- (Lie) I totally respect your privacy, if you can't tell me. How can I help you?
- (Contract) Bozzaz? Yes, I know of him! Why do you need to speak to him?
- I know where his sphere is. However, could I interest you in helping me with an issue, so I can... help you with yours?
- I need you to remove a thorn in my existence, a devil named Batheron.
- (Lie) I don't want this wretched job anymore, and I hope to be in a position to enact some needed change and bring some humanity back to the Pit of Flame.
- If Batheron is promoted, I am afraid things won't change here. Can you please help me?
- I can tell you where Batheron is. Bring back his head as proof he's been...taken care of, and I'll bring Bozzaz's sphere to you! But whatever you do: make sure the other devils don't see you kill him. Good luck!

Roleplaying Bartheron

(appendix B)

(horned devil, lawful evil)

Personality. *Batheron is an up-and-coming devil, who is not easily tricked. He is rude, unrefined, and raucous. He loves to belittle and humiliate anyone he talks to.*

Ideal. *The weak must be punished; it is the only way they will be made strong.*

Bond: *Advancement is essential, by any means necessary.*

Flaw: *Quick to fight and fights to the death. Always.*

Locating Batheron

The party may walk to Batheron's location (which could be the opportunity to describe the area), or they may teleport to it, if they wish.

Batheron is found along the side of the Pit of Flame, laughing and insulting the tortured souls as he uses his fork and cloven hoof to push them back in. He can be misled on a successful **DC 20 Charisma (Persuasion/Deception) check**, or threatened on a successful **DC 25 Charisma (Intimidation) check**. Insulting Batheron more than once results in him attacking immediately.



Complete the Murder

Haggoth, upon seeing the head of Batheron, is quite happy with the group, and orders a bone devil to fly away to retrieve the prison sphere of Bozzaz. If the party does not retrieve Batheron's head, then Bozzaz asks for a gold penance (1,000 gp) or magic item instead. If the party does not give him his penance, he will call over two **horned devils** to back him up until the party makes a deal with him. As a last resort, he will attack. If he is bested in combat, he orders the sphere be brought to the party.

The Prison Sphere

The bone devil, after retrieving the sphere, sits behind Batheron at attention. The sphere is a 3-foot-diameter, completely smooth, reflective ball with an intricate latch on the outside holding its two halves together. It is hot to the touch, and crying can be heard if one listens carefully.

Read or paraphrase the following:

When you open the latch, the two halves of the sphere fly open, and Bozzaz rolls to the ground, whimpering in the fetal position, covered in his own sweat and excrement. He cowers as if expecting to be struck, as he begs, "Please! I'll do anything you want, if you don't put me back in that thing! Wait, why am I out?"

Meet Bozzaz

Bozzaz will relay the following information as required:

- Thank you so much for getting me out of there!
- (Contract) Why did you get me out of there? It has only been 25 years! Is Fierna not displeased with me anymore?

Roleplaying Bozzaz (horned devil, lawful evil)

Personality. Bozzaz isn't a fighter. He's not a lover, either. He is a thinker and a designer, who is easily intimidated. He was demoted by Fierna when her tower didn't meet her exact specifications. He has no love for his master and willingly shares information that could trouble her, especially if it gives him bargaining power.

Ideal. Knowledge can get you what you want.

Bond. Even in Phlegethos, beauty can be created.

Flaw. If I act pathetic enough, people may leave me alone.

- I was the chief architect for Fierna's tower. Let's just say she was displeased with my work.
- (Lie) I did everything she asked of me. I think she just needed an excuse to torture me. I did not deserve what she did to me! Just look at me now!
- I know every level of that tower, quite well in fact. Is there a certain are you are interested in?
- I can practically draw it from memory... Just give me a few minutes! (DM: Give the party an empty Player Map. You will mark on this later as the party gains information.)
- I also know an influential person you may want to talk to that can give you some information. I would be happy to give you any information you need...if you promise not to put me back into the sphere!
- I don't know where he is, exactly. But I can probably tell you where he was, last I knew.

Bozzaz's Information

Please paraphrase the following information as required:

Melthor

Melthor, a chain devil, was the head of security for this section of Fierna's tower. Last time Bozzaz had heard, Melthor was hiding in The Road of Cinders, to escape the punishment. It is a very dangerous place, and no devil goes there without a really good reason. He was a trusted co-worker of Bozzaz, and the two often worked together.

Bozzaz's Fate

Bozzaz doesn't willingly go back into the sphere, but he will if threatened. Haggoth may wish to put him back in the sphere, and the party can choose whether or not to interfere. If the party saves him from his punishment, Haggoth becomes an enemy of the party, and Bozzaz, an ally. He may help the party out in a time of need, if you wish.

General Features of The Road of Cinders

Terrain. Lava tubes are 20 feet in diameter, smooth. Ground is hot to touch. The clearings have dry, red dirt.

Weather. There is little air movement in the tubes. Stifling. Humid.

Light. Dim light from occasional openings in the lava tube ceilings.

Smells and Sounds. Sulfur and smoke. Sounds echo within the undulating tubes. Rumbling of frequent earthquakes.

Monsters. Damned adult red dragons circle overhead looking for prey and will attack anything that is caught flying in the area.

Melthor: Searching The Road of Cinders

Goal

To survive the gauntlet known as The Road of Cinders and locate Melthor, the former head of security of the level. He can detail what some of the rooms were used for and offer another contact—Tubile, a guard that currently works in the tower.

Into the Labyrinth

Please read or paraphrase the following:

You are in a clearing dominated by the backdrop of the city of Abyrimoch, resembling the shape of a defeated god with its arms in the air. Around you is a lava-tube maze that stretches as far as you can see. You are able to make out clearings occasionally interspersed among the maze. Gigantic red dragons circle slowly over the area and appear to be searching for something.

A small stone hut looks to be demolished in this clearing. An opening into the maze is before you.

The hut is destroyed. The remnants of a bed and some simple furniture lie about in ruins. There is nothing else of note.

Navigating the Area

To simulate travel in The Road of Cinders, a party member must make a **DC 23 Intelligence (Investigation) check** to "navigate" the maze. On a failure, each character must succeed on a **DC 15 Wisdom saving throw** or take 18 (4d8) psychic damage. The party then reaches a place of

interest, which can be random, or one of your choosing.

This process is repeated until the party has made a total of 3 successful Investigation checks, or until the party has discovered all the locations. At this time, they reach Melthos's hiding place.

The Road of Cinders is a gauntlet. The earthquakes, monsters, and heat keep the party from taking a long rest in this area. Allow short rests sparingly. The party's resources should be depleted by the end of this section.

Pit of the Spined Devils

A 30-foot-diameter bottomless pit is in the center of a 50-foot-diameter room. As the party enters, three **barbed devils** climb out of the pit and attack the party. The leader of the group has a signal horn and may spend an action to call one **barbed devil** on his turn (recharge 5-6). If the party attempts to rest here, 2 (1d4) barbed devils attack during their rest.

Lava Worm

The 500-square-foot clearing is riddled with 10-foot-wide craters. The ground is red, dusty clay. The party may deduce on a successful **DC 15 Wisdom (Nature) check** that the craters are the pathways of a **purple worm**. If the party succeeds on a **DC 15 Dexterity (Stealth) group check**, they do not attract the worm. On a failure, the creature attacks. The pathways do not lead out of this clearing.

Damned Beholder

A **beholder**, Xolonar, in its lair is pierced by a harpoon connected to a 50-foot-long chain that is fastened to the ground. Near him, a **beholder zombie** Xolonar has named Jeff, is tethered in a similar manner. The clearing is relatively small, and Xolonar can reach any location within the clearing. He asks for the party to leave money or items as a tribute (500 gp or more) before they can

pass. The party may convince Xolonar on a successful **DC 20 Charisma (Persuasion) check** to take 300 gp instead. If the party does not pay tribute, Xolonar attacks them.

The characters find a trapped chest, with the following characteristics:

- A trap is detected on a successful **DC 20 Wisdom (Perception) check**.
- The trap is disarmed on a successful **DC 20 Dexterity (Sleight of Hand) check**.
- The trap releases poison gas in a 10-foot radius. Each creature in the gas must succeed on a **DC 13 Dexterity saving throw** or take 22 (4d10) poison damage.
- The chest contains 2200 gp, and one item from Magic Item Table H (DMG).

Cliff Wall

The party comes to a small clearing with a 60-foot-tall obsidian cliff. As a character climbs up the cliff, a **stone giant**, throws obsidian fragments down at them. As he does, he shrieks with fear, as if afraid of the party. If the character is hit, they take 17 (2d10 + 6) damage and must succeed on a **DC 17 Strength (Athletics) or Dexterity (Acrobatics) check** or fall from their current height, taking 3 (1d6) bludgeoning damage for every 10 feet they fall.

The group must all reach the top of the cliff to continue the journey.

Finding Melthor

As the party enters Melthor's clearing, they see a **chain devil** running into a small hut, similar to the one that was destroyed in the starting area. The door remains locked until he is sure you are not there to kill him, but he speaks to the party through the door. He relays the following information as required:

- Who are you?! What do you want?
- Bozzaz sent you? I see...what can I do for you?
- (Contract) I used to be the head of security in that level of the tower. It has

been some time. Why do you need this information?

- Fierna is trying to hunt me down and kill me. I have to hide in here, but I'm thinking of trying to flee to Stygia—if I can find the way, that is.
- To put a finger in Fierna's eye, yes! I'll give you the information I know: I can tell you the guard and jail locations (DM: Mark on the players' map the location of the guards and jails: Rooms 3, 5, 7, 8, 9, 11, and 18).
- I know of two other people that may be able to help you: Aortus and Bifericus!
- Good luck to you all! And do me a favor? You didn't see me here...

Melthor's Other Leads

Please paraphrase the following information as required:

Aortus

A consultant to Bozzaz, and an expert in lava-sculpting and obsidian-carving, she helped create the rooms and energy conduits that make up the tower. She currently works at the Fire Falls, furthering her craft.

Bifericus

An infernal accountant and librarian for Bozzaz when he served. He still works for Fierna, but has been passed over for other devils. He knows the type of requisition orders for equipment, employee information, and the contents of the library on that level.

Important: The party has only enough charges on their brooch of the hellish voyager to travel to one of these places, before returning to Tymphal!

Aortus: The Fire Falls

Goal

To find Aortus and get information from her about the teleportation points inside the tower. To find the requested soul coin and give it to Aortus.

A Girl and Her Hounds

Please read or paraphrase the following:

The landscape changes before you. Hundreds of volcanoes are clustered together, slowly spilling lava out of their craters into a complex, branching set of lavafalls. Small settlements, with pinpoints of light denoting homes and workplaces, are interspersed behind the falls, with pathways twisting and interconnecting one another.

You are on a pathway, and a building is a few hundred feet in front of you. Three hell hounds rush out the door and begin to run towards you, barking and growling. A small girl wearing a white sundress runs out of the house, sees you, and waves with desperation. A little girl's voice in your head says, "Please! Don't hurt my dogs!"

She pulls a whistle from her pocket and blows into it. Two of the dogs suddenly stop, as if obeying an unheard command. But one dog continues to close the distance on you as it ferociously barks.

Hell Hounds are a Devil's Best Friend

The three **hell hounds** are pets of Aortus. Nike, the hound running towards the party, does not attack the party unless attacked. If the party attacks Nike, the other two hounds join the battle. If a fight ensues, Aortus pleads to the group, "please do not hurt my doggies." The dogs may be calmed down with a successful **DC 12 Wisdom (Animal**



Roleplaying Aortus (erinyes, lawful evil)

Personality. *Don't let the cute little girl on the outside belie the evil and conniving being she is. She prefers the form of a little girl to disarm her enemies.*

Ideal. *Why should I do things, when I can get others to do them for me?*

Bond. *My hell hounds are my best friends. They love me no matter what I look like.*

Flaw. *When I lose my temper, I go to my true form: a disfigured, grotesque erinyes.*

Handling) check or scared into submission with a successful **DC 15 Charisma (Intimidation) check**. They calm down if successfully grappled. Aortus does not wish to engage the party at all, only try to regain control of her pets.

If at least one of the hounds is killed, Aortus cries as she holds her dead pet(s). For every hound that is killed, raise the DC against Aortus by 5.

Aortus's Background

Aortus was once a consultant to Bozzaz and a well-known engineer in lava- and obsidian-sculpting. She helped create the rooms and energy conduits that make up the tower until she was burned badly by lava when making renovations that Fierna "needed." The injuries left her body scarred and disfigured. She asked Fierna to be made whole again but was denied and rather pitilessly given the ability to change her shape to that of a little girl. She has loathed Fierna since. She now works at the Fire Falls in isolation, furthering her craft.

Aortus's Home and Smithy

Aortus has a kempt and beautiful home that doubles as a smithy. The structure is 40 feet wide and 50 feet long; on one side is a living area, the other, a work area.

In the living area, Aortus has a large, comfortable bed, three pillows on the floor with her hounds' names on them, a writing desk, and a couple chests of drawers. An obsidian sink and bathtub are situated in the corner. An obsidian statue of a life-sized hell hound rests in this area. An easel and painting supplies rest in front of windows that face the rest of the volcanoes, offering a magnificent sight.

On the work area side of her home, there is a 10-foot-diameter hole in the ceiling and floor that a magmafll slowly cascades through. It bathes the room with a beautiful warm glow. Near the fall is an anvil, beautiful smithy tools in perfect order, casting equipment, an oil quench, and a workstation with notes and drawings on them.

Discussion with Aortus

Relay the following information as required:

- (Contract) I saw you use a teleportation gate here. Where did you get that kind of magic? How did you find me?
- I prefer to be alone with my dogs. They love me no matter what.
- Fierna is a cruel and powerful ruler. She eventually turns on all of her subjects. Even me.
- I am a friend to Fierna as much as she is to me. She got from me what she could, then discarded me.
- I am a master at forming obsidian, which her tower is made of. I know everything there is to know about obsidian's qualities and that of the tower. What do you need to know?
- I noticed your teleportation gate. I hope you aren't using it to get through the obsidian in her tower. It warps the magic and makes it unpredictable. However, I can tell you the best places to enter. I need a favor, first.

Quilnora's Soul Coin

Quilnora and her sister, Aortus, lived over a thousand years ago, and were quite close. They grew apart as they chose different paths in life: Quilnora became a paladin of Ilmater, while Aortus chose the life of a criminal. Her evil lifestyle caught up with her. Aortus was killed, and she went to hell.

Quilnora pleaded with her superiors to resurrect her sister, and give her another chance, but was hastily dismissed. She then took matters into her own hands and made a deal with Fierna to try to get her sister back. While making the deal, Quilnora was gravely outmatched, and ended up losing her soul to Fierna as well.

While Aortus's soul is still evil, she does not wish her sister's soul to be exploited. Aortus wants to possess the coin to protect it, and so she can once again talk with her sister, her only true friend.

- There is something that I want from the tower. There is a rumor that there is a soul coin with an elven paladin named Quilnora in the tower. It is very important to me, and I wish to have it, for my own reasons.
- I have a box called the devils' post box (appendix A) that can bridge an extradimensional space. When you place the coin in your box, I will be able to retrieve it, and will give you my whistle of the hell hounds (appendix A) for your troubles (DM: Mark on the map the safe teleportation entry points: each room).

Bifericus: The Lake of Fire

Goal

To solve a riddle by Bifericus, earn his respect, and deal with him to get information about the tower of Fierna.

House by the Lake

Please read or paraphrase the following:

It is called the Lake of Fire, but it should be called The Ocean of Fire. The lava slowly boils, and a hot breeze comes off the lake. Ash and cinders line the circumference of the magma, like some sort of infernal beach. Thousands of imps fly overhead, the swarms morph from one shape to the next, changing in density and form in a mesmerizing way.

A square, stone building with four large pillars on the outside rests 100 feet from the shore. A stone door is centered on the wall facing the lake.

Bifericus's Background

Bifericus is a huge, intelligent dire troll. His talents include mathematics, accounting, reading, and writing. He was a co-worker with Bozzaz, and still works for Fierna from time to time. He is the chief librarian of his small library, where other devils come to learn. He only deals with the clever, and often asks riddles to those that wish to enter. He knows the type of requisition orders for equipment, employee information, and the combination to the safe on that level. He may want some of the things there for his own and may share secrets with the party to secure his treasure.

Knock, Knock

As the party approaches, a slit in the large door opens, and a glowing pair of eyes

behind a pair of glasses can be seen there. A deep, slow-talking voice can be heard behind the door.

“Hello? Have you come to talk to Bifericus? He only lets clever ones in his library. If you want to talk to him, you must first answer this riddle:

A murderer is convicted and sentenced to death. He must choose his execution and must choose the room to walk into. The first is full of raging hellfire, the second is full of lit bombs, and the third full of lions who haven’t eaten in two years. Which room should the murderer choose?”

The answer is the third, because lions who haven’t eaten in 2 years are dead.

If the party gets the riddle wrong, Bifericus opens the door with a “Hmph! Not a clever bunch...,” and shakes his head disappointedly as the party comes in.

If the party gets the answer right, he excitedly opens the door, and says, “Come in! Come in! I see you are clever, indeed!”

Read or paraphrase the following:

The entire building is open to the air, with library books on shelves up to the 20-foot-high ceiling. Magical flames light up the space. Four ladders, one on each side of the square room, lean against the shelves and are used to reach the highest ones. Six stone tables and Bifericus’s desk compete for the center of the room, with ample room for study. A door straight ahead leads to a simple room, with a bed and a chest of drawers.

Bifericus sits down, pats the tabletop, and says, “Come sit with Bifericus! He is curious what you mortals want.”

The following can be relayed to the party as required:

- (Contract) So, what brings you here? He hasn’t seen mortals here for a few hundred years!

Roleplaying Bifericus (appendix B) (dire troll, lawful evil)

Personality. *I respect those that think and are clever. I have a photographic memory.*

Ideal. *Information is priceless.*

Bond. *My library needs to grow.*

Flaw. *Talks in third person. He covets any valuable books that don’t belong to him.*

- How did you hear about Bifericus?
- Melthor and Bifericus used to work together, yes! Until he got on the bad side of Fierna. It is his own fault! Had too many mistakes!
- Bifericus can tell you a few things about the tower, yes! For every riddle you get correct, he will tell you one important thing!

Bifericus’s Riddles

A cloud was my mother, the wind is my father, my son is the cool stream, and my daughter is the fruit of the land. A rainbow is my bed, the earth my final resting place, and I’m the torment of man. Who Am I?

Answer: Rain. If the party gets it correct, he will show the party where the library is: Room 13.

If the party does not guess the answers to the riddles, he acts disappointed or belittles the group, sometimes laughing or giggling. On the other hand, if correct, he is happy and gains respect for the party.

*I love to dance and twist and prance, I
shake my tail as away I sail. Wingless, I fly into
the sky. What am I?*

Answer: A kite. If the party gets it correct, he will tell the party about requisition orders for torture tools and special chairs with straps. A devil named Gelfondi requested these things.

*Whoever makes me, tells it not. Whoever
takes me, knows it not. And whoever knows
me wants me not. What am I?*

Answer: Counterfeit money. If the party gets it correct, he will tell the party about a safe behind a piece of art in Room 13 that holds a very special bookend and empty soul coin. If they send the book to him by devil's post box, he will reward them.

The party may get the information from Bifericus if they best him in combat or succeed on a DC 25 Charisma (Persuasion/Intimidation) check.

Part 3: Calculation and Orchestration

"Angels are bright still, though the brightest fell."

- William Shakespeare

Goal

The party must come up with a plan to save Magrin with the information they have gathered. If there are any questions for Ignaroz, she may answer them or give advice. She also explains what information they know, and don't know (see Part 4: Variables).

Soul Coin

A soul coin is a way for souls to be contained and traded between devils. Night hags and rakshasas are also known to use these coins for trade and barter. They are typically created by Mammon in Minauros, the third level of Hell. The owner of the soul coin is the owner of the soul within. It can be used to release the soul to become a lemure or other devil, gain temporary strength, communicate with the soul trapped within, or even to power infernal war machines.

Rest

The party may safely take a long rest to prepare for their mission.

Supplies

Ignaroz is able to supply the party with what they need, within reason. Normal equipment and a few healing potions are appropriate.

If Aortus's quest line was completed, Ignaroz also gives the brooch of the hellish voyager (modified to travel through the obsidian tower), to each party member with 2 charges: one for the way in, and one for the way out. She also gives the party a counterfeit soul coin, to get Magrin out of the jail.

(Ignaroz is concerned that if any more of the brooches are activated, it will draw too much attention from Fierna and Belial.)

Counterfeit Soul Coin

If the party agrees to help, Ignaroz gives the party a smooth obsidian disc the size of a gold coin, with an etching of a duergar on its face (presumably Magrin). It is a contraband soul coin made by Tymphal that can transfer and contain a soul of a creature it is attuned to. To activate the coin, it must be within 5 feet of the willing target. After the soul is transferred, the body it left is now dead.

Part 4: Initiation and Execution

"Come," he said, 'come, we must see and act. Devils or no devils, or all the devils at once, it matters not; we fight him all the same."

-Bram Stoker, Dracula

Goal

To investigate the prison, find Magrin, secure him into the counterfeit soul coin, and escape back to Tymphalos.

Area Information

This level of the tower has the following characteristics:

Materials and Dimensions

Fierna's tower has perfectly smooth, reflective obsidian walls that show no signs of carving or other work. The floor tiles and ceiling are made from a black, porous lava rock, that gives good traction to prevent slipping while walking on it. The ceilings are all 20 feet tall and have recessed magical lights every 20 feet in the corridors, and above every door. The lights provide dim light, and cast a red hue darker than the surroundings, creating a striking, contrasting effect with the black walls and floors.

Windows

Because this is a prison, there are no outside windows.

Doors

The heavy doors are fashioned from smooth obsidian. They are pocket doors that slide into and out of the obsidian smoothly and without noise. They also contain no windows. None of the doors are locked, except for the doors leading into Room 13, the Accounting Vault. When closed, they create a nearly airtight seal and are very

effective at blocking sound (as screaming and begging are unwelcomed noises).

Overall Aesthetics

This is the kind of prison the queen of Phlegethos wouldn't mind spending time in: the area is extremely neat and clean. The surroundings are spartan, but the quality of the furniture, artwork, and other hardware is very high. Quiet, calming music from the magic light sources can be heard throughout the prison.

Variables & Twists

Depending which locations the party chose to investigate, there could be some ramifications. The impacts of missing information are:

Aortus

The party will not know where the safe teleportation spots are, or which way is north when they enter. They also don't know where the teleportation exit areas are. If they try to teleport out from a location that isn't safe, it simply won't work. When the party teleports in, it will be highly variable. Roll a d6 and use the chart below to see what room they arrive in:

d6	Room
1	11. Main Guard Barracks
2	12. Bath Room
3	16. Gelfondi's Bedroom
4	17. Broken Glass Room
5	18. The Racks
6	19. Storage Room

Bifericus

The party will not know about Gelfondi and his golems, nor about the library location, the coins, and the safe. Do not share anything about these with the group until (or if) they discover this on their own.

If a Player Character Dies

One of the NPCs in the jail areas can be “rescued” and will offer to join your party.

Guard Encounters

To give the guard positions a slightly different feel, roll a d10 and look at the result below:

d10 Guard Result

- 1 **1 horned devil.** A serious looking guard who is very alert.
- 2 **1 bone devil.** Eating the meat of an animal with wings.
- 3 **3 hell hounds.** Two lay on the ground sleeping, and another sits and casually sniffs the air.
- 4 **1 chain devil.** This guard can be bribed and tells the party almost immediately. If a bribe (50-100 gp) isn't paid, it will call for help.
- 5 **2 bearded devils.** They are arguing (in Infernal) with one another about who has to clean up one of the torture rooms.
- 6 **1 spined devil.** It is holding the leash of a hell hound and is petting it. The hound appears to be enjoying it.
- 7 **2 spined devils.** They are in the middle of an intense game of dice and aren't really paying attention.
- 8 **1 barbed devil.** If it sees the party, it looks afraid. It is easily intimidated.
- 9 **2 imps.** The imps are careful trying to hide that they are holding hands.
- 10 **Empty guard position.**

Rooms of the Fierna's Prison

1. Safe Entrance/Exit Point

A small closet at this location is the easiest place to teleport in or out. It is an empty 10-foot-square room.

2. Storage Room

This room is completely empty.

3. Xel'krag's Cold Prison

This cell is intensely cold. For every turn spent in this room, a creature must succeed on a **DC 10 Constitution saving throw** or take 4 (1d8) cold damage and have disadvantage on ability checks for the remainder of the turn.

Cold Torture

A **young white dragon** named Xerronor wears a thick iron collar, which is chained to the floor. When his breath weapon recharges, he uses it on a **tanarukk** (appendix B) named Xel'krag who is chained in the NE corner of the room. He is shivering, covered in frost, and is incapacitated. Xerronor became a slave to Fierna when she promised him treasure in exchange for his soul. All this treasure got the attention of a large white dragon named Harrien, who killed him easily, and quickly claimed the treasure. He attacks only if the party tries to rescue Xel'krag.

Hook: if the party offers to kill Harrien, he may be willing to look the other way.

Escape

Xel'krag is being held here until he gives critical information to Fierna, who intends to use it for leverage in Avernus. If Xel'krag can't find a way to escape, he wishes to die, so that he won't give away the information. He is willing to allow the party to rescue him by entering a soul coin found in room 13.

4. Mess Hall

This room has three large tables, each with eight chairs, with playing cards, half-drunk cups of ale, and dirty plates from a finished meal strewn across the surface.

Come and Get It!

A large, iron dinner bell hangs from the corridor leading into the room. A sign above the bell says, “When meal is ready, ring the bell.” If the dinner bell is rung, guards from

the south and east will come over in hopes for a meal. If food is present, they stay for 10 minutes while they finish their meal. If no food is present, they return to their posts, disappointed and hungry.

5. Room of Desire

Faeyra

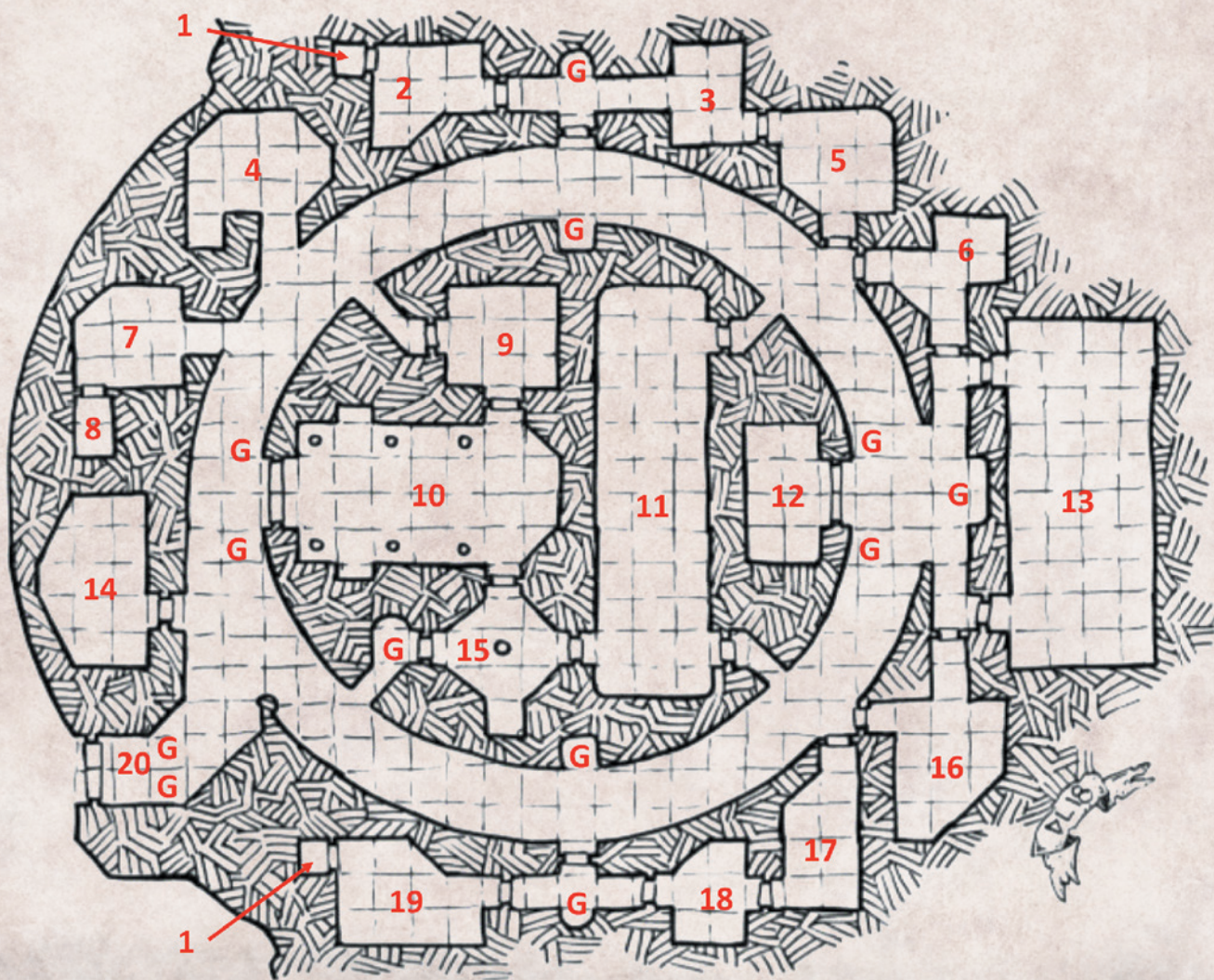
A female half-elf priest named Faeyra is on a stone table in the middle of the room. She is wearing rags and a black helm that covers her head completely. She writhes on the table making groaning noises that could either be pleasure or pain. Attached to the helmet is a black cord that stretches to the ceiling. On a successful **DC 20 Strength check**, the cord can be pulled from the

ceiling, effectively inactivating the helm. A successful **DC 15 Intelligence (Arcana/Investigation) check** will uncover the true nature of the helm.

The Helm of Desire

The *helm of Desire* is a powerful magical item created by Fierna that creates the illusion of a person's greatest desires. The creature under its effects has no desire to leave and disregards everything else. A creature that removes the helmet must succeed on a **DC 20 Wisdom saving throw** or fall prone and is wracked with 21 (6d6) psychic damage.

If the helm is removed from Faeyra, she whispers something about her children in Baldur's Gate before having a seizure and dying.



Roleplaying Benton (medium fiend, neutral evil)

Personality: Pleasant, quiet manipulator.
Ideal: Souls should never be spent, they should be hoarded and used for personal enjoyment.

Bond: Books are great, but souls are breathtaking.

Flaw: When I have the upper hand and I know it; I can't stop myself from taking advantage of it.

6. Librarian's Room

Benton, a **rakshasa** is in his bedroom, sitting at his desk reading a book. Two **imps**, Benton's assistants in the library, quietly sit on each side of the desk. If the party enters, he slowly gets up to address the party.

Relay the following information as required:

- "Excuse me? May I help you with something? You don't look like you belong here. Are you lost?"
- "I am currently the head of the library, and the archives within. Have you seen it?"
- "Why do you need to look in the library? Stay out, please. Nothing in there is of your concern! If I catch you in there, I'll call the guards. Or eat you, myself."

If the party mentions anything about soul coins, or has any soul coins with them, Benton sniffs the air, levels his gaze on the party, and asks soberly, "Do you have a soul coin in your possession?" If the party denies having one, they must make a **DC 25 Charisma (Deception) group check**. If they succeed, he calmly goes about his conversation with the party, fooled by their answer. If the party admits having a soul coin, or fails the ability check, Benton and the imps immediately attack.

Benton has a key that opens the door to the library in his possession.



7. Training Area

This area has training dummies, exercise equipment, and padded mats on the floor. It is otherwise empty. A door lies to the south.

8. Armory

This room is 10 feet long and 20 feet wide, and has racks full of greatswords, longswords, scimitars, and battleaxes crafted from obsidian glass. Most of the weapons are gone, but there is a small bag of *obsidian caltrops* (see the Introduction, under new gear) that the party may take.

Grimetoes

A **spined devil** named Grimetoes works in this room. He is in a wheelchair because Gelfondi took his legs for "research purposes." His job is to dispense weapons for the guards on this level. If befriended, or if he finds out the party will kill Gelfondi, he helps the characters (shows them where

Gelfondi is located, asks a guard to follow him, creates a small diversion, etc.).

9. Magrin's Torture Room

Read or paraphrase the following:

This duergar is indeed Magrin. Most of his teeth were removed by Gelfondi. If asked, he slurs his speech saying he saw piles of teeth in the room to the south.

10. Golem Construction Area

This room is 40 feet long and 70 feet wide and has a 30-foot-tall ceiling. There are six metallic disks on the floor at the north and

As you enter the brightly lit room, you see a stocky duergar sitting in a mechanical, reclining chair, his bloody mouth gagged, and his legs and arms strapped down. He looks over with wide eyes, as he sees you, and violently tries to escape his bonds.

A small table topped with various bloodied tools and instruments sits next to the chair.

south sides of the room, each with a large pile of teeth. This room is otherwise empty.

If Gelfondi activates the machine in room 15, any piles of teeth that are on the disks become **tooth golems** (appendix B).

11. Main Guard Barracks

Ten bunk beds fill the room, each with a chest at the end. The room has four **barbed devils** sleeping, and one barbed devil sitting in a chair, keeping guard over the area at the north part of the room. There is an alarm bell in the room by the guard. If it is rung, all the sleeping devils will wake up.

12. Bath Room

The room is steamy and humid from a 15-foot-wide and 30-foot-long bath in the center. It is 5 feet deep. **Steam mephits** sit around the periphery of the room and quietly play musical instruments, and do not seem

interested in engaging the party at all. They give off steam that lightly obscures everyone within the room. The bath is magical, almost sentient, in nature; anyone that touches the water must succeed on a **DC 12 Charisma saving throw** or undress and enter the waters. Once in the water, ten **swarms of quippers** enter by small holes in the sides of the pool and attack the person in the water. Any creature that is inside the pool is magically overcome with the comfort of the bath and will not leave until they succeed on a **DC 15 Charisma saving throw**.

13. Library

The eastern wall of the office has several filing cabinets, bookshelves, and scroll holders. Tables and workbenches line this room. The bookshelves are labeled by the letters of the alphabet, one shelf per letter. A small locked chest lies on the ground, containing an unused, empty soul coin.

In the library, the party can find the following items, which can be used as future hooks, if desired:

A signed contract confirming Magrin willingly went with Fierna to serve her.

Quilnora's soul coin (Aortus's sister, quest item).

Notes about Faeyra, that give details about her adult twin daughters who must be found before they realize their potential. The notes also say that they have not been able to extract the information of their whereabouts. The Anvil is said to be important, somehow.

Xel'krag notebook. The only torture that seems to be effective on the tanarukk is coldness. The next step is allowing Gelfondi to take a try at him.

A few textbooks about devil dental anatomy.

Gothram, a devil from Dis, is known to have information about The Archive of Dis, which may have a large sending crystal to communicate with creatures on other layers of Hell.

Safe behind Artwork

There is lots of artwork in the room. If the party spoke with Bifericus, or if they make a successful **DC 30 Wisdom (Perception) check**, they know which piece of artwork to search to find the safe.

The safe lock may be opened with the Benton's key, with the combination that Bifericus gave you (1-4-3-4-4), or if the party succeeds on a **DC 25 Dexterity (Sleight of Hand) check**. Inside, is a *tome of clear thought*, and an empty soul coin. If the book is sent to Bifericus, he sends a *lich's finger* (appendix A) back to the party.

14. Empty Storage Room

There is nothing in the room.

15. Golem Construction Power Station

Gelfondi, a shorter **horned devil**, uses this area to power his Golem Construction Area. Gelfondi is working on his machine as the group walks in.

Gelfondi's Background

In life, Gelfondi had a knack for how things worked. He was an excellent physician and healer, as well as a gifted engineer. He crossed over ethical lines as his hunger for knowledge overshadowed all else.

This continued when Gelfondi's soul came to Phlegethos. He is valued by Fierna because he is willing to "think outside the box" in terms of medicine and technology. Although he isn't anywhere close to Tymphal's ability, he thinks he is an equal, and is jealous of Tymphal's station and rank. He wishes to someday take Tymphal's job.

Gelfondi is a megalomaniac and a narcissist. He responds to compliments and is willing to talk about his work. If the party is on his good side, he explains how the machine in the room works.

Roleplaying Gelfondi

(appendix B)

(medium fiend, lawful evil)

Personality. Efficient and pragmatic.

Ideal. Limits should be tested if progress is to be made.

Bond. My tooth golems are my pets. Good engineering is art.

Flaw. If someone compliments me, it disarms me.

Golem Construction Machine

In the center of the room is Gelfondi's machine. It is an apparatus that has a slot for a soul coin to be inserted, a large wall-mounted blade switch, and a cylindrical keyhole for the key that activates the machine. It takes an action each to turn the machine on, to pull the lever, and to turn the key. The order of these actions does not matter.

How the Machine Works

There are two ways the machine works:

Soul Coin Makes Golems. The filled soul coin must be placed into the slot, the switch must be pulled down, and the key must be put into the keyhole and turned.

Person Enters Soul Coin. The empty soul coin must be placed into the slot, the switch must be pushed up, and the key must be put into the keyhole and turned.

16. Gelfondi's Bedroom

Everything within this room is well-kept and extravagant, from the large bed in the center of the room, to the in-ground bath. The furniture—a desk, a dresser, and a chest—is fabricated from exotic wood and is decorated in intricate inscriptions and gold leaf.

Desk

The desk has exotic pens resting inside a gold cup and a stack of parchment in the

upper right corner. Technical drawings of forceps and handheld picks are scattered about on the surface. The drawings are signed “Gelfondi.” A small glass jar filled with devil teeth can be found in the drawer, along with anatomical drawings of devils’ teeth.

Notebook. The notebook contains mechanical schematics and descriptions of a machine that can use souls to create constructs. It talks about a “source” pad and a “target” pad, as well as a key to activate the pads. He also speculates that it could be used to fill a soul coin, and that he hopes to experiment with that soon.

Dresser

Expensive clothing is in the bottom drawer. The top drawer has caps and gowns of white silk, with black leather straps and silver buckles to adjust and fasten to the wearer.

Chest

The chest contains bits of gold contained in glass bottles worth 400 gp. An obsidian jewelry box holds 2 (1d4) gems worth 250 gp each.

17. Broken Glass Room

The room has a dead **chain devil** suspended off the floor, her arms and legs spread out and fastened to the ground. If the party examines her, they find that she is cut by hundreds of tiny lacerations, and her face is frozen in an expression of ecstasy. She is wearing a necklace with an inscription on the back: “To my love Elynorre. From, Gothram.” The entire floor is covered with shards of obsidian glass, an inch long. The floor is difficult terrain and at the start of their turn, a creature must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) piercing damage every 5 feet they move.

Two **air elementals** are also in the center of the room, and immediately attack when the party enters the room. When they use their Whirlwind ability, the obsidian shards envelope the room in a swirling storm, and

those in the room take 7 (2d6) piercing damage, in addition to their other abilities associated with the Whirlwind ability.

18. The Racks

Two **horned devils** with burns across their bodies and their horns cut off, lie in their own respective wracks upside down and unconscious; their hands and feet are bound. A small forge and an organized rack of torture instruments rest in the middle of the room. If a horned devil is healed, they wake up and immediately ask for the party’s help. As they speak, the characters notice they are missing a fair number of teeth. Once the devils realize they can’t or won’t be saved by the party, they may threaten to alert guards in the area to “win favor” with the guards. If the party succeeds at a **DC 20 Charisma (Intimidation/Persuasion) check**, they will remain quiet.

19. Storage Room

This room is relatively bare, except for some furniture (four chairs, a table, and a bunk bed) and a few boxes that contain writing supplies and office supplies. One box contains hammers, and some 6-inch-long spikes. A closed crate contains two kegs of duergar ale called “Angel Tears.” It is extremely potent alcohol. The room looks as though it isn’t used much and could possibly be a place to take a short rest.

20. Doors to Elevator

These doors are magically sealed with powerful arcane runes, and complex locks. These doors may only be opened by Fierna.

Part 5: Conclusion and Resolution

“The devil is not only a liar, but also a murderer. He constantly seeks our life, and wreaks his anger whenever he can afflict our bodies with misfortune and harm.”

- Martin Luther

Return to Tymphalos

When the party successfully completes their quest and returns to Tymphalos, read or paraphrase the following:

The teleportation gate flashes closed as your senses become adjusted to the sounds, smells, and sights of Tymphalos. Duergar workers, constructs, and gigantic infernal machines all work tirelessly in the background. Ignaroz smiles when she sees you, and hurriedly walks down to speak with you.

"Do you have him? Do you have my master? You do?! Tymphal will be very pleased!"

Debriefing

Depending on the actions of the party, there can be differing results to the adventure. Here are a few of the possible results.

Magrin's Soul Coin

Ignaroz meets the party on behalf of Tymphal. She is particularly interested in taking possession of the soul coin so she can talk with Magrin. Any conversation would be silent, as they can speak with one another telepathically. You may describe Ignaroz's body language as needed (see below).

Magrin's Contract with Fierna

If the party reveals information about Magrin's contract with Fierna, Ignaroz doesn't believe it at first. When she reads over the contract, she looks devastated and angry in her telepathic conversation with Magrin. If the party hides his contract, her conversation with Magrin looks excited and happy.

Requests

According to the contract, the party is owed a *flame tongue* weapon of their choice.

Ignaroz Mediates for Tymphal

Ignaroz teleports to Tymphal, where she shares what has happened. When she teleports back, she is promoted from a spined devil to a beautiful, white bearded devil. She has the *helm of brilliance*, *flame tongue*, and a piece of armor based on what the party has done:

Magrin's Contract Divulged

The party receives a sentient magic shield named *Magrin's betrayal* (appendix A). It is a greensteel magical shield, that has Magrin's counterfeit soul coin embedded into it.

Magrin's Contract Kept Secret

The party receives a set of *Tymphal's Embrace* (appendix A).

Party Contract Terms Not Met

If the party did not hold up their end of the bargain, or if an individual character broke some part of the contract (i.e. - Confidentiality not kept), the character slowly, agonizingly, turns into a **lemure**, leaving its possessions behind as it crawls off.

The soul is now worth quite a bit to Tymphal, and he won't let the party have them back unless their bargain is very favorable for him, or a *wish* is used.

Ignaroz Says Goodbye

Ignaroz thanks the party for their service, takes back the brooches of the hellish voyager, and pulls out the contract. She writes the word "Complete" on the contract in her own blood, and it burns up in a flash.

Ignaroz is willing to transport the party to a location of their choice in Phlegethos, the most practical place would be to the stairway leading to Stygia.



MISSION: BROKEN HEAVEN



Challenging an arch-devil, even if it is imprisoned deep under an infinite layer of ice like Levistus, most often amounts to suicide. Some merely see it as a challenge, however. Gather intelligence, steal a githyanki skiff, break an angel out of prison, and be double crossed. All in a day's work!

This adventure is designed for 4 to 6 14th to 16th-level characters and is optimized for 5 characters with an average party level (APL) of 15. The adventure is presented in a way so that the characters have a clear path ahead of them at any point. Some groups may decide to forgo certain parts of the adventure since they have access to

exceptional resources or spells. This is to be expected and you should be prepared to improvise certain alternative routes the characters take.

Adventure Background

A mere week ago, Haladriel—a denizen of the Seven Heavens—was sent to the Nine Hells on a covert mission. After a major blunder on Haladriel's part, Levistus's forces imprisoned the angel to teach the meddlers on Mount Celestia a valuable lesson. The prize raised covetousness in the ranks of other devils, foremost in Geryon, Levistus's

sworn enemy. However, the first to act was a demon named Krox'shilgar, who sent one of his many sons to bring him the angel—by any means necessary. The simple reason: angels are delicious and the thought of consuming one is unbearably mouthwatering.

Krox'shilgar's cambion, Forl, deemed the mission too risky and too complicated for himself alone and decided to bring in outside help. Some gullible bleeding heart fighters-for-good or dispensable mercenaries will serve well enough, Forl thought. Time is of the essence, therefore Forl sent out messages through various channels, casting a wide net. Hoping that someone would bite, Forl set out to run some vital errands in the meantime: the fiend needed a safe house in Tantlin and a new hat.

Adventure Hooks

The Good

The characters learn about the imprisoned angel either through established contacts with the powers of good or visions sent to them by their deity. Their task is clear: travel to Tantlin in Stygia, find out where Haladriel is being held, and free the angel. Upon arrival, the characters keep a low profile and prod the usual sources. Unfortunately, they come up with nothing. While roaming the streets, one of the characters hears a message in their head: "Stop asking questions. Find me in a tavern called the *Ruby Bezoar* on Kir's Plaza. The name is Forl."

The Bad

The characters relax and enjoy a lavish dinner, when suddenly smoke starts rising from their table. To their surprise, letters are burned into the wood of the table, which read: "Travel to Tantlin and find Forl in the *Ruby Bezoar*. Do as asked and receive a

suitable reward of your choosing. You may be creative. — Geryon, true Lord of Stygia" After the characters read the message, the table catches fire in earnest and is reduced to embers in seconds. Unbeknownst to the characters, the message wasn't sent by Geryon as indicated, but by Forl. Neither Forl nor his father have anything to offer the characters, so Forl pretends to work for a reliable devil. Who would trust a demon anyway?

Adventure Summary

In Part 1, the characters reach Tantlin, a floating city in Stygia. They can either proceed directly to their destination, the Ruby Bezoar, or stroll through the deserted streets to make final preparations. Finally, they meet Forl, who informs them about their mission and the intricacies.

Part 2 details how the characters can get their hands on water from the River Styx, a vital ingredient in Forl's plan. Since the water is not a must-have, the characters might decide to skip this part and advance directly to Part 3 or Part 4.

In Part 3, the characters have the opportunity to board a githyanki astral skiff and seize the ship for their own. The githyanki won't give up their ship without a fight, most likely, but the characters might need an airship to reach their various targets. Characters who already have a reliable mode of transport might decide to skip this part and advance directly to Part 4.

Part 4 details the struggle in the overseer's office. The overseer must either be overcome by conventional means or be treated with the collected Stygian water. Afterward, the characters unearth the vital information about Haladriel's prison.

In Part 5, the characters finally reach the prison where their target is kept. You can pick several random encounters during the

travel to increase the adventure's length, especially in case the characters skipped one or more previous parts. Depending on the characters journey, they find the shackled Haladriel, or not, after being driven underground by a swarm of spined devils.

Part 6 describes the trap Forl created for the characters. Should they fall for it hook, line, and sinker, the characters find themselves in Avernus. There, a balor waits for their arrival and plans to consume Haladriel and kill the characters.

Tantlin the Floating City

Stygia is a realm of eternal ice where two arch-devils vie for supremacy. The river Styx parts this layer of Hell like a gaping wound; sparse, warped vegetation grows on its marshy banks, which is unique in Stygia. Above all floats the great city of Tantlin on a giant island of ice. It is a hub of activity: mercenaries, merchants, soldiers, and adventurers roam the frosty streets and meet in heated stone buildings. Melted ice forms small creeks, which wash waste and rubble out of the city on the few clear days. During the frequent snow storms, these creeks freeze to slippery runways, and cutting winds whip through the narrow alleys of Tantlin. After these storms abate, corpse carts swarm the streets to collect the stiff remains of unfortunate beings that died from exposure.

There is an endless set of rules and laws in Tantlin and most denizens don't know a fraction of them. However, these laws only apply inside of the city's permanent structures. Outside, in the freezing cold, anything goes. Rulebreakers may have to pay a small fine, face corporal punishment, or are put to death. The most common method of execution is prolonged exposure. The convicts are chained to giant rings in one

of the many plaza's of Tantlin, where they succumb to the cruel cold sooner or later. Their moaning echoes through the streets and gives this city of devils a fitting theme.

Many of the buildings in Tantlin are connected by tunnels and enclosed corridors, turning the city into a veritable maze. To make matters worse, the layout of the city often changes due to break-ins and the formation of large cracks in the island itself. Passages are added or walled off in response to shifting alliances and feuds among the denizens of the city.

Tantlin offers a traveller access to almost every establishment a metropolis like Baldur's Gate or Waterdeep has to offer, and more. Notably, there are no temples dedicated to good-aligned deities. Aside from a great temple to Asmodeus, small shrines to gods like Loviatar, Myrkul, Bane, and Talos can be found in the city of Tantlin. Some of the most important landmarks in Tantlin include:

The Overseer's Tower. An impossibly large, twisted tower rises in the middle of Tantlin. Inside, thousands of devils labor in fickle candlelight. They are bureaucrats who bother with statistics, make material orders, and conduct troop counts for the Blood War. It is a dusty, figurative hellscape where quills scratch across dry paper forever and ever, creating an oppressive murmur. Parchments are carried through pressured brass tubes that crookedly stretch across rooms and entire floors. Sad lemures serve as makeshift trays and pinboards, and chain devils whip their kin to achieve their quotas. Entire floors are preoccupied with merely cataloguing the ever-changing ranks of devils, keeping track of their achievements and failures.

Temple of Asmodeus. All devils living in Tantlin are expected to pay lip service in Asmodeus's temple. For the devils it is more than a temple: it is a court, Nessus's

regional headquarters, and embassy. Stygia's denizens make their pilgrimage to the temple to receive their performance review and argue their cases if a dispute occurs. Exemplary devils also come here to receive their promotion and advance in rank. The interior is made of exquisite black marble, and the exterior, in contrast to the gray granite buildings in Tantlin, is made of fiery red sandstone from Nessus.

The Airship Harbor. It is a stretch to call this gallimaufry of mooring spaces a harbor. Dozens of gray towers stand on an empty plaza, almost forgotten. Seldom a ship finds its way to this forsaken place, but there are a few travellers who value the city's offerings and remote location. Nevertheless, there are many imps who monitor the harbor to keep tabs on who comes and goes—information is king! In a small building, marked with a brass sign, sits a lonely devil who's responsible for fees and customs. Its shift won't end for another century.

Corruption in Stygia

Levistus's powers permeate Stygia, and Tantlin in particular, probing the minds of visitors and inhabitants alike. The longer one stays on this layer of Hell, the weaker one becomes to Levistus's constant assaults. Some elect to open their minds, letting Levistus in, to avoid losing their sanity under the constant barrage. This means revealing every secret to Levistus. Should Levistus gain critical information about the characters over the course of the adventure, the archdevil sends a squad of devils to kill the characters.

A visitor that resists Levistus and finishes a long rest in Stygia must make a **DC 10 Wisdom saving throw**. On a failure, the creature becomes corrupted. Refer to the Stygia Corruption table to determine the effects of this corruption. You can substitute different corruption effects of your own creation.



After finishing a long rest, a corrupted creature can make a **DC 15 Wisdom saving throw**. On a successful save, the corruption effect ends if it was a permanent one. A *dispel evil and good spell* or any magic that removes a curse also ends the effect.

Stygia Corruption

d10 Result

- 1-5 **Mental Strain.** The character takes 2d6 psychic damage.
- 6-7 **Revealed Location.** Levistus permanently becomes aware of the character's location. The character gains the following flaw: "Someone is out to kill me, I can't trust anybody, not even my closest friends!"
- 8-9 **Revealed Intent.** Levistus permanently becomes aware of the character's immediate intent. The character gains the following flaw: "We are doomed, this mission is bound to fail. It would be best to run!"
- 10 **Total Insight.** Levistus gains permanent insight into the character's intentions, memories, thoughts, and feelings. Additionally, Levistus can use the character's senses. The character gains the following flaw: "These fools know not who they are dealing with. If I betray them at the right time, Levistus will reward me greatly."

Levistus's Intervention

At any point during the adventure, Levistus might become aware of the characters' intentions. This may happen due to the corruption in Stygia or when the characters make a mistake while retrieving the information on the prison's location. As a first measure, Levistus sends six imps after the characters, who watch them while remaining invisible. Secondly, Levistus gives orders to move Haladriel to a different location and orders more devils to the prison. This is done in an attempt to trap the characters instead of them freeing their target.

Part 1: Prelude

Arriving and Traveling in Tantlin

When you finally arrive in Tantlin, the sky is clear and small runlets of melted snow trickle down the walls of the city's immense buildings. You see few windows, and those visible are small and deep, indicating thick masonry. Almost no people—or rather devils—roam the streets, and those who do hurry along, presumably to get out of the cold as quickly as they can. In the center of the city, a large spiral structure looms, its apex becoming blurred in the distance.

The streets of Tantlin are lawless territory that visitors are not informed about. A character who succeeds on a **DC 20 Intelligence (History or Arcana) check** knows to be extra careful outside since the many laws are only enforced inside of buildings.

Imps frequent the places where visitors most often arrive: the airship harbor and dedicated portal chambers. They offer their services as guides and directly approach the characters with their offer, should the characters enter the city through usual means.

Levistus keeps tabs on who arrives in Tantlin through the imps. The imps lead the characters to any desired location for a sum of 50 gp. Unless the characters let an imp guide them to a specific place they have not visited before, they have to succeed on a **DC 18 Charisma check** to find their way by asking random passersby. The characters can repeat the check after 24 hours should

they fail their attempt. While the characters travel between locations, you can roll on the Tantlin Encounters table to prolong the adventure. Alternatively, you can pick and choose a fitting encounter from the table to enrich the experience.

Tantlin Encounters

d4 Result

- | | |
|---|-------------------------------------|
| 1 | Mugging |
| 2 | Corpse cart |
| 3 | 1 ice devil |
| 4 | 5 white abishai (appendix B) |

Mugging

You hear the familiar sounds of a street-brawl and stay alert. After turning a corner, you spot three figures kicking a man on the ground. The ice is covered in frozen blood and the fight appears to be extremely one-sided.

The characters take a wrong turn and find themselves in a narrow alleyway. By chance, they witness three bearded devils beating up Ruathan (neutral drow bandit captain). The drow is outnumbered and already on the ground. If the characters intervene and kill or disperse the devils, Ruathan thanks them. Ruathan is a native of Tantlin and a mercenary. As a thank you, Ruathan offers to guide the characters through Tantlin and offers some insights:

- If you want to take someone out, do it on the streets. Otherwise you earn the ire of the overseer, Ix, who sends devils after you.
- Most visitors go crazy after staying in Tantlin for too long. If you want to keep your sanity, never close your eyes and stay alert.
- Always assume that you are being watched. Devils, visible and invisible, are practically everywhere.

Corpse Cart

You hear a strange set of bells ahead and soon spot a heavily loaded metal cart. As you approach, a robed tiefling hoists a corpse on top of an already high pile of bodies and prepares to move along. Noticing your stares, the tiefling nods and waits, as if to see what your intentions are.

The characters encounter Stranded (neutral tiefling **acolyte**). The tiefling collects frozen corpses in the service of Kelemvor to burn them completely. This is done to prevent anyone from using the corpses for necromantic experiments and rituals. Other



corpse cart operators sell the corpses to the local taverns and inns, where they are used as a cheap source of meat. The devils don't care about the corpses, only about the souls which have already left them. Stranded offers to sell the characters a few items the dead had in their possession: an *alchemy jug* for 1,000 gp, a *bag of beans* for 1,000 gp, a *deck of illusions* for 1,500 gp, and *eyes of minute seeing* for 750 gp.

Ice Devil

Without warning, a dome of ice appears around you. From a high snow dune springs a battle-ready devil!

The characters come across a skilled **ice devil** bandit. Roll a Dexterity (Stealth) check with advantage for the ice devil to determine which characters are surprised by the attack. The devil creates a hemispherical dome 20 feet in diameter using its Wall of Ice action to separate the characters, springs from a snow dune, and viciously attacks. It carries no valuables. The devil looks to take the party's treasure and knows it can strike with impunity in the lawless streets.

White Abishai

A band of grim, winged creatures crosses your way. They look you up and down and utter strange words, laughing amongst themselves. With their claws resting on the hilt of their still-undrawn swords, they approach.

The characters encounter a detachment of five **white abishai** (appendix B) who came to Tantlin for rest and recreation. The devils choose the characters for recreation. The abishai only speak Infernal with the characters and ridicule them for their puny bodies. The devils demand the characters

hand them all their valuables or be killed on the spot. If the characters refuse or don't understand Infernal, the abishai attack.

Meeting Forl

The characters know where to find Forl: in a tavern called the *Ruby Bezoar*. One way or the other, the characters should find their way to Forl. As the characters enter the tavern, read or paraphrase:

This joint must be one of the worst you have ever stepped in. Smoke thick enough to cut in two permeates the air—you can hardly make out the shapes of the many patrons. Muffled, infernal music reaches your ears from somewhere inside, the source impossible to make out. However, worst of all is the stink. Your head spins after taking a sniff: a mixture of rotten eggs and weeks-old cheese.

Roleplaying Forl. Forl isn't dependant on the characters and won't bend over backwards to accommodate them. Worst case scenario, the adventure ends prematurely if the characters decide to attack or kill the **cambion**. Forl is generally easy-going, quirky, and has an upbeat attitude. As a cambion of a demon, Forl is a thoroughly corrupt and evil being who manipulates and schemes for his amusement. When the characters question his motives, Forl hints at the fact that he is a child of Geryon. He does so by misspeaking on purpose, for example by accidentally calling Geryon his sire instead of his master. He assumes that this reinforces his position as a predictable enemy of Levistus and reliable servant of an archdevil.

Examining Forl. A character who sees Forl and succeeds on a **DC 17 Intelligence (Arcana) check** suspects that Forl is a cambion. Forl's helmet blocks any form of spell that affects the mind like *suggestion* or *modify memory*. A character who succeeds

on a **DC 20 Wisdom (Insight) check** knows that Forl withholds information. Otherwise, a character is unable to read the cambion.

Introducing Forl. Once the characters had a look around in the Ruby Bezoar, Forl, who can use telepathy at a distance of up to 120 feet, contacts them and tells them where his table is. After the characters sit down, Forl asks if they want a drink and then introduces himself:

"Finally you have arrived! My name is Forl. I hope none of you fell under Levistus's influence already!" With that, the fiend knocks on a strange metal contraption on his head—you were already wondering about the unusual hat. "That's my safeguard against intrusive thoughts. Jealous? Takes a year to build it, so you're out of luck! Anyway, you might be wondering why you're talking to me. It's quite easy. I'm working for Geryon, who wants to see Levistus gone. Levistus recently captured an angel and will soon break it. We must prevent that from happening!"

Forl proceeds to fill in the characters about the following important details:

- The angel is held in a secret complex that floats on an icy island much like Tantlin. The location is unknown to Forl, and to make matters worse, the flying prison constantly changes its position.
- The overseer's office in Tantlin is the only place where the prison island's current location and course is kept. It is located in the spire of the large tower in the city's center; it must be infiltrated.
- The only sensible way to reach the spire is to fly straight up the tower. Going up inside the tower could take

weeks or months. Either the characters have a way to fly on their own, or they must steal one of the airships currently docked in Tantlin.

- Forl suggests they steal an airship anyhow, if they do not already have a ship or some other means of sustained flight. The prison is likely to fly off and the party may need to pursue it in a prolonged chase.
- If the characters want, Forl can accompany them. Forl doesn't tell the characters the following: He would prefer to stay behind but if the characters wish it, he will accompany them to make sure they don't fail. If worse comes to worst, he can always escape using *plane shift*.
- Should you use the "Bad" hook, or should you want to sweeten the deal for the characters anyway, Forl offers the characters an item they would possibly be interested in. For example, a *cloak of invisibility*.

The Intricacies. After Forl gives the characters the initial instructions, he continues:

"There is one problem though. Levistus will know what we are up to as soon as you enter the overseer's office and start digging around in the prison's files. I see only two options. Either you outright kill the overseer before retrieving the information, which might be impossible, or you bathe him Stygian water. If the overseer is doused in water from the River Styx, he will instantly forget what he sees or hears, and Levistus will be none the wiser. Remember: If anyone witnesses what you are doing, Levistus becomes aware of it immediately!"

Unless the characters have any questions, he continues:

"And then there's a little surprise I have prepared beforehand." The fiend grabs a necklace he's wearing around the neck and gingerly takes it off. "This, my friends, is a port-stone that will teleport the user directly into my safehouse in Tantlin! This is your way out of prison after you've reached the angel—or out of any other trouble you might find yourselves in. You may use it three times before it's expended. And don't lose it! It's the single most valuable thing I ever possessed."

The Port-Stone. Forl explains the ins and outs of the *port-stone* to the characters: A character can use an action to activate the *port-stone*, which transports the character—and nine additional willing creatures the character can see—to a summoning circle. The summoning circle is located within Forl's safehouse in Tantlin. The *port-stone* can only be activated once every 24 hours. The *port-stone* only functions in Stygia and becomes inert on other planes and layers of the Nine Hells. The *port-stone* is vital to escape from the prison, Forl claims. After the characters enter, the prison will go into lockdown and all the devils in the area will descend upon the characters.

Forl's Double-Cross. The summoning circle is configured in a way so that the target is changed to a different summoning circle if a celestial creature is teleported. A character who inspects the summoning circle in Forl's safehouse and succeeds on a **DC 20 Intelligence (Arcana) check** notices this oddity. The location of the second summoning circle is a cave in Avernus, where Forl's master, Krox'shilgar, waits. This is explained in further detail in Part 6.

Setting the Plan in Motion

From this point on, the characters can choose how to proceed. Should they decide to collect water from the River Styx, continue with Part 2. If the characters want to board and capture an airship, continue with Part 3. Continue with Part 4 if the characters want to travel directly to the overseer's office.

Part 2: Visiting the Styx

Despite the immense cold, the river remains unfrozen. Faint screams and pitiful wailing escape from the rushing water, as if the river was filled with suffering beings. Its gray waters gurgle on, unphased and uncaring. The river's banks feature a short strip of marshland, with a few ferns and patches of lichen—the first vegetation you have come across in Stygia!

Gathering Clues

Before the characters head to the river, they might decide to gather information. What they already know is that the Styx is considered extremely dangerous and that it lies directly below Tantlin. A character who succeeds on a **DC 14 Charisma check** learns that the city floats 2 miles above the surface, meaning characters who, for example, use the fly spell and Dash could reach the ground safely.

A character who succeeds on a **DC 18 Intelligence (Arcana or History) check** knows that many strange and powerful creatures inhabit the River Styx. Additionally, powerful devils watch over the Styx from large fortresses alongside its banks. A character who succeeds on the check by 5 or more knows that **hydroloths** (appendix B) prowl in the water and **amnizus** (appendix B) inhabit the fortresses.



Gathering Stygian Water

Assuming the characters brought a container, they have no problem collecting enough water for their endeavor. Ask the players how their characters approach the river. Unless the characters operate stealthily and succeed on a **DC 15 Dexterity (Stealth) group check**, they are attacked by three hydroloths (appendix B).

Tactics

The hydroloths initiate combat by using their Steal Memory on the nearest characters and then cast *invisibility* on themselves to circle around them. They remain invisible until they are discovered or until the characters let their guard down. The hydroloths then attempt to surprise the characters with a renewed attack, opening combat by using *crown of madness* on characters who aren't affected by Steal Memory.

Difficulty Adjustment. This encounter's difficulty is hard. Make the following adjustments for weaker or stronger parties:

- If the party is very weak, remove one hydroloth.

- If the party is weak, one of the hydroloths has only half of its hitpoints.
- If the party is strong, nothing changes.
- If the party is very strong, add one hydroloth.

Effects of Stygian Water

Use the following rules as the characters interact with the River Styx:

A character who tastes or touches waters of the River Styx must make a **DC 10 Intelligence saving throw**. A character who is submerged in the river or gulps down the water makes the saving throw with disadvantage. On a failed save, a character's Intelligence is permanently reduced to 8 (or remains the same if it is lower than 8), the character cannot cast any spells, and loses their memory. The condition can be cured by *greater restoration* or *wish*.

Part 3: Raszayah's Ship

Only a single alien airship is anchored at the harbor. Its sleek form and many pointy sails give it an intimidating, warlike appearance. The hull and sails are painted red, adorned with abstract forms and figures, making it harder to tell the true outlines of the ship. From time to time, you see gray faces appear on the rails, and quickly vanish.

Gathering Clues

Before the characters board the ship, they might decide to gather information. A character who asks around and succeeds on a **DC 16 Charisma check** finds out that the ship is manned by a githyanki warband that recently returned from a raid on a mind flayer stronghold. The name of the captain is Raszayah.

A character who succeeds on a **DC 16 Intelligence (Arcana) check** knows that githyanki are uncompromising warriors who have fought against mind flayers for aeons. They are extremely xenophobic and should be approached with caution, if at all. A character who succeeds on the Intelligence check by 5 or more additionally recognizes the ship as an astral skiff that can hold up to 15 passengers.

Boarding the Ship

The ship can be reached by flying up to its mooring space 30 feet above the ground or by climbing a spiral staircase that leads to a plank connecting the ship and the spiral staircase. The ship is manned by **Raszayah** (appendix B) and twelve **githyanki warriors**. One of the githyanki stands guard on the plank at all times. The guard stops the characters and asks them to turn around to prevent hostilities. If the characters board the ship without asking for permission, they are attacked by the entire crew. Since no laws are enforced here, there are no immediate consequences for the characters' (or githyanki's) actions.

Diplomacy. If the characters attempt a diplomatic approach, they must succeed on a **DC 20 Charisma (Persuasion) check** to be allowed to parley with the captain. Unless the characters use magic like *modify memory*, the captain cannot be convinced to charter his ship or help the characters in their task. Alternatively, if you want to introduce Raszayah as a recurring character, the captain makes a proposal: while the crew stay in the city, he will fly the ship to whichever location the characters like. In exchange, the characters must swear to fulfill a great deed for Vlaakith, the Lich Queen and ruler of the githyanki. Should the characters renege on their promise, the captain warns, they make enemies of the githyanki and will be hunted down mercilessly.

Tactics

The characters face one **Raszayah** and twelve **githyanki warriors**. The githyanki are experienced warriors who work as a team. Two groups of four githyanki warriors use *misty step* to surround and attack the most lightly armored characters. Meanwhile, four warriors shield the gish from attacks. The githyanki gish first casts *haste* on itself, then uses *magic missile* as a 4th or 2nd-level spell to support the warriors as long as he isn't engaged himself. He saves a 3rd-level spell slot for *counterspell* and uses *fireball* only when it appears that the ship is lost.

Difficulty Adjustment. This encounter's difficulty is deadly. Make the following adjustments for weaker or stronger parties:

- If the party is very weak, remove four githyanki warriors.
- If the party is weak, remove two githyanki warriors.
- If the party is strong, add one githyanki warriors.
- If the party is very strong, add two **githyanki knights**.

General Layout

You can consult the map of Raszayah's ship to see its general layout. The main deck connects to the captain's cabin, which is 30 feet by 20 feet, and the crew quarters, which are 15 feet by 60 feet.

Steering the Ship

Should the characters kill captain Raszayah, they must learn to operate the vessel. Usually, the captain sits at the helm, a throne-like chair. Using their psionic powers, the githyanki propel the vessel through and in-between the planes.

Wizards, warlocks, sorcerers, or bards can make a **DC 16 Intelligence or Charisma check** to figure out how to operate the ship. Other characters must succeed on a DC 22

Wisdom check to master the vessel. The check can be repeated every 24 hours. A character with the sailor background makes the check with advantage.

A character who succeeds on the check can fly the vessel at a flying speed of 30 feet or 4 miles per hour. The ship has a total of 100 hitpoints. A character cannot travel between planes using the ship, unless they are a githyanki or githzerai.

Part 4: Ix the Overseer

The immense creature gulps down another glob of meat while continuing its work tirelessly. The overseer's many arms and tentacles flip across the room and pull different levers, press various switches, and sort through stacks of records. Its dozen unflinching eyes keep close track of every movement.

Gathering Clues

Before the characters enter the overseer's office, they might decide to gather information. The characters must make a **Charisma check** to facility that and gain information according to the Overseer Information table. Each level of information is cumulative.

Overseer Information

DC Information

- | | |
|-----|---|
| 10+ | The overseer is an immense being which occupies a large space in the middle of its office. |
| 14+ | The overseer never leaves its office, never sleeps, and is in constant contact with Levistus. |
| 18+ | The overseer is comparable to a pit fiend in power. |
| 22+ | The overseer receives one gigantic serving of food per day, always around midday. |



General Features

Dimensions, Doors, Walls, and Ceiling.

The room is circular and has a diameter of 300 feet. The 30-foot-walls feature many large, 15-foot-tall windows and a glassy dome on top. The dome has a diameter of 50 feet. One gigantic 15-foot-tall double door leads into the chamber, made from dark wood.

Sights, Smells, and Sounds. Many of the room's windows and walls are halfway covered by filing cabinets. In the center of the room stands a ring-shaped table with a 30-foot-diameter. Inside the ring presides the overseer on a stack of soggy silk cushions. The table features many stacks of papers, switches, and levers. The floor between the table and the door is covered in grease and footsteps. A pungent smell of sweat and lard permeates the room.

The Overseer. This abomination was bred for a single purpose: administrating Tantlin and several special complexes all

over Stygia. The overseer has the statistics of a **pit fiend** but the looks of a large lump of flesh with a dozen eyes and several arms and tentacles.

Development

When the characters enter the office, the overseer immediately attacks unless the characters are unheard and unseen. If the characters douse the overseer with water from the River Styx, they have 10 minutes to search the place before the effect fades. During this time, the overseer is pacified and confused but defends itself if attacked. Since the task of dousing the overseer is very mundane, there is no need for an attack roll or skill check but it does require an action.

If the characters do not use Stygian water, the overseer attempts to knock the characters unconscious for further interrogation. After 4 rounds of combat, two **chain devils** enter the room to support the overseer. Should the devils defeat the characters, they find themselves chained and relieved of their equipment in the very same prison Haladriel is held. Unless the characters manage to escape, this is a chance for Forl to find new helpers who could free the angel and the characters.

Searching the Office

The files in the office are well organized and the characters have no trouble finding the information about the prison: the location, its course, and that the prisoners are kept in the center of the island, which has a radius of 400 feet. If the characters succeed on a **DC 18 Intelligence (Investigation) check** while going through the files, they have time to search for additional interesting information. The characters make another Intelligence (Investigation) check and gain additional insights according to the Additional Information table. Each piece of information is cumulative.

Additional Information

DC Information

- | | |
|-----|--|
| 16+ | Information about the location of a master gem-cutter in Tantlin who hoards gems worth 10,000 gp. |
| 22+ | Information about a secret, inaccessible treasure chamber deep below Tantlin enclosed within the floating island of ice. There, a cubic gate connecting Cania, Maladomini, Malbolge, Stygia, Phlegethos, and Minauros is hidden. |
| 24+ | Information on the location of Levistus himself. Namely the place where the archdevil is imprisoned. |

Part 5: Haladriel the Imprisoned

Traveling to the Prison

The floating prison island is located around 200 miles away from Tantlin. It takes the characters 2 days to reach it if they use Raszayah's ship. If the characters use a different mode of transport, calculate the time the characters need based on their traveling speed. Knowing the prison's current location and trajectory, the characters can easily plot the correct course with Tantlin as a reference. You can roll on the Stygia Encounters table to prolong the adventure. Alternatively, you can pick and choose a fitting encounter from the table to enrich the experience.

Stygia Encounters

d4 Encounter

- | | |
|---|----------------------|
| 1 | Stygian Caravan |
| 2 | Downed Airship |
| 3 | Deserted Battlefield |
| 4 | Ice Storm |

Stygian Caravan

The characters cross a meander of the River Styx and spot several large ships on the treacherous waters. Should the characters investigate, they find seven ships under a flag depicting a red sun on black

canvas. The caravan is lead by captain Killam, a **cambion**. He travels with his crew of devils up and down the Styx, supplying the devils fighting in the Blood War with weapons, construction materials, and supplies. Should the characters decide to visit the caravan, they are approached by Killam. The devil recognizes a business-opportunity when it presents itself: he offers the characters a **merrenonloth** (appendix B) servant. It will cost them a magic item worth at least 500 gp and accompany them for one month.

Downed Airship

The characters spot an airship that lies spread across the frozen ground. It crashed eight hours prior and was home to a gnomish explorer. A character who succeeds on a **DC 20 Intelligence (Investigation) check** finds a pair of *boots of speed* among the rubble. The characters also find the frozen corpse of Elza Nimbler, who had the statistics of a **mage**. Should the characters decide to revive her, Elza offers to accompany them until she finds a way back home to the Prime Material plane. You can use this as a future plot point.

Deserted Battlefield

The characters spot a bloodstained battleground. From the looks of it, hundreds if not thousands died there. Upon closer inspection, the characters learn that the blood and corpses are frozen and that it's impossible to tell when the battle took place. Among the dead are devils of every rank and color. The battle took place several dozen years ago and the frozen field of slaughter was only revealed by an intense storm. Since then, a **cadaver collector** (appendix B) scours the blasted ground for anything useful. The characters spot it from far away but only a character who succeeds on a **DC 22 Intelligence (Arcana) check** knows and

can deduce what it is. The cadaver collector already uncovered the only item of worth: a *dancing shortsword*. It won't give it up without a fight!

Ice Storm

The characters are hit by a vicious ice storm. The damage to the ship is minor but the characters are thrown off course. The characters must make an **Intelligence (Survival) check** to return the ship to the correct course.

Total Result

<15	The characters travel in the wrong direction. The journey takes two additional days.
15 - 20	The characters struggle but eventually correct their course. The journey takes one additional day.
>20	The journey continues as normal.

Breaking into the Prison

The small island floats alongside several others, like a single bird among its flock. Only a small structure on top makes it stand out. It appears like a small head, suspiciously free of snow or ice.

The Modus Operandi

In case of an attack, the prison guards have a simple order: the devils stationed in the barracks wait until the intruders pass the 200-foot mark, leave the barracks, and descend upon the intruders from above. The intruders are knocked unconscious if possible and immediately detained. If the characters enter the prison by a different route, for example teleporting directly into the prison room, Levistus is notified and sends half of the guards outside to watch the perimeter and the other half into the prison room.

The Entrance

A grinning devil's head protrudes from the icy surface of this floating island. In its hollow pupils, small flames dance and almost make it come to life. Although it's made of metal, you feel like its mocking you with its long, stuck out tongue.

An **ice devil** and a **remorhaz** guard the small entrance to the prison. Both are on the lookout for trouble and gain advantage (+5) on their passive Perception. The ice devil hides inside a camouflaged sentry station 30 feet from the entrance. Roll a Dexterity (Stealth) check for the devil to determine if the characters spot it. The remorhaz paces around but stays within 60 feet of the entrance so that its tremorsense picks up stealthy intruders. When the ice devil loses more than 90 hit points, it retreats to the lowest chamber where Haladriel is kept.

The entrance depicts a detailed horned devil's head with a wide-open mouth where the tongue acts as a path inside. The head has a diameter of around 20 feet and is warm to the touch. In its center, a spiral staircase leads further below, into the dark.

The Vertical Shaft

Strangely enough, warm air rises from the bottom of this pitch-black staircase. The metal walls are warm to the touch as well. Feeling along the polished surface, your hand traces across several grooves and scratch marks. Whoever enters here does not do so willingly.



The Area. The spiral staircase leads straight down for 400 feet, into the heart of the floating island. The walls of the vertical shaft are made of unmarked blued steel. At each 50-foot interval, the staircase opens into a 15-foot-square room. The walls of these rooms are decorated with manacles and different torture devices. In each room lingers an invisible **imp**, who relays the party's movements to Levistus, who in turn informs the other guards. Roll a Dexterity (Stealth) check for each imp and compare it to the characters' passive Perception to determine if they notice the devils.

Barracks Access. At the 150-foot mark, a character with a **passive Perception of 20 or higher** notices irregularities in the room's

metal wall. A character who succeeds on a **DC 18 Intelligence (Investigation) check** discovers hidden doors in all four walls. The doors cannot be opened from this side and each of them is secured with three locks for the purposes of the knock spell. The doors lead to the barracks, where the devils guarding the compound wait.

Ambush! If the characters were noticed and reach the 200-foot mark, the devil sentries leave their barracks through the doors at the 150-foot mark and descend upon the characters from above and attack. As long as the devils don't surround the characters, the character in the rear receives eight Tail Spine attacks on the devils' turn. This is due to the confines of the vertical shaft.

The Barracks

In the barracks, 80 **spined devils** are ready to strike. Each of the four rooms houses twenty **bearded devils**. Nothing of interest can be found in these chambers.

The Prison Room

Several glowing furnaces and racks with white-hot iron spikes illuminate this torture chamber. On the walls around you, bloodied creatures hang from rusty chains, groaning in pain. An iron-clad devil who was attending to a victim with tender care lays its eyes on you. It grimaces, and speaks piercing words, while glowing embers tumble from its mouth: "Finally! New toys; my old ones broke."

Entrance. A hatch at the bottom of the vertical shaft leads into the spacious prison room. To open the hatch, a character must succeed on a **DC 18 Dexterity check using thieves' tools**. A character who attempts to close the hatch to lock the devils out must succeed on a **DC 22 Strength (Athletics) check**. This grants the characters 5 rounds before the devils open the hatch with the



proper key. If a character holds the hatch shut after the devils unlock it, roll contested Strength checks to see if the devils manage to open the hatch; the devils have advantage on their rolls due to helping one another.

Area. The prison room is a 50-foot cube. The spiral staircase—equipped with handrails—brings the characters to the bottom of the room. From top to bottom, the walls are covered in chains and shackled prisoners. Haladriel is not chained to a wall but shackled to an alien torture instrument on the floor.

Haladriel's Lament. Inside the prison room, a **chain devil** awaits the characters, defending Haladriel. It attacks the characters immediately. The angel is restrained but conscious. As long as the angel is shackled, the characters can't use the port-stone to escape. If they attempt to do so, and intend to take Haladriel along, the magic doesn't work but the item remains usable. To free the angel of its shackles, a character must either succeed on a **DC 18 Dexterity check using thieves' tools** or on a **DC 20 Strength (Athletics) check** while wielding a magic weapon. Alternately, the chain devil carries a key to the shackles. Once the characters and Haladriel vanish, Levistus sends the devils outside to search the perimeter.

Other Prisoners. All prisoners are unconscious with 0 hit points but stable. Healing prisoners for any amount lets them regain consciousness. The characters might recall that the port-stone can transport ten creatures in total. If you want to limit the number of people the characters can bring along, simply alter the number of transportable creatures or applicable targets in the prison room. Aside from devils in all shapes and sizes, there are the following prisoners of interest:

Name	Description
Bloodhorn	A violent minotaur warlock of Baphomet with the statistics of a warlock of the fiend (appendix B). Despite serving a demon, Bloodhorn would help the characters in the fight against Krox'shilgar but runs when things turn sour. The chain devil carries Bloodhorn's focus: a ruby horn.
Inyon Despervs	A devious drow mercenary from Menzoberranzan with the statistics of a drow elite warrior . The drow violated a minor law while visiting Tantlin as part of an entourage. To prevent a diplomatic incident, the punishment was eternal imprisonment instead of death by exposure. Inyon pledges to repay the characters one day, if they survive.
Kro	A doppelganger who specializes in blackmailing people. Unfortunately for the shapechanger, Levistus's influence revealed its true colors and the devils captured it. Should the characters save its life, the shapechanger offers to serve them for one year as an infiltrator.

Part 6: Krox'shilgar the Demon

Your vision turns to black for a flicker of a second while you are yanked through space. Finally, you safely reappear. However, before you stands a salivating hunk of a monster. This is not the destination you had in mind! Before you can catch a breath, the monster barrels toward you!

Reaching Krox'shilgar's Cave

Should the characters, at any point, use Forl's *port-stone* and have an angel in tow, they are transported to a summoning circle in Avernus. This might prove to be a problem if the characters travel with an angel other than Haladriel.



Fighting Krox'shilgar

Dimensions. The characters find themselves in a cave with a diameter of 300 feet and a height of 100 feet. The cave features several stone pillars, 5 or 10 feet in diameter, that reach up to the ceiling.

Monsters. Krox'shilgar has the statistics of a **balor**. A character with a passive Arcana of 16 or higher immediately recognizes the monster as a balor, one of the mightiest demons. Forl, who has the statistics of a **cambion**, fights on Krox'shilgar's side if he can. Forl either awaits the characters's arrival or arrives with the characters, if he accompanied them.

Allies. Haladriel has the statistics of a **deva** but only 68 hit points, unless the characters healed the angel. Haladriel supports the characters during the fight if possible. When Haladriel falls below 40 hit points, he uses his action to turn himself into a **giant ape**. As long as Haladriel has uses of his Healing Touch left, he attempts to heal unconscious characters.

Tactics. The balor starts its turn 70 feet away from the summoning circle, uses its movement, and makes a whip attack

against Haladriel. From there, it tries to kill off Haladriel before the angel manages to fly away. If Krox'shilgar manages to kill Haladriel, the balor uses an action to mutilate and consume the corpse. After that, the balor attacks whichever character is nearest and appears more threatening. Forl supports the balor with his Fire Ray from the air.

Concluding the Adventure

Haladriel Dies

Haladriel could die by the hands of Krox'shilgar, or the angel could die in a different way depending on the course of your adventure. In this case, the characters receive no reward or compensation. They have made an enemy of Levistus but garnered some favor with Geryon. The latter welcomes any slight dealt against his arch-enemy.

Haladriel Survives

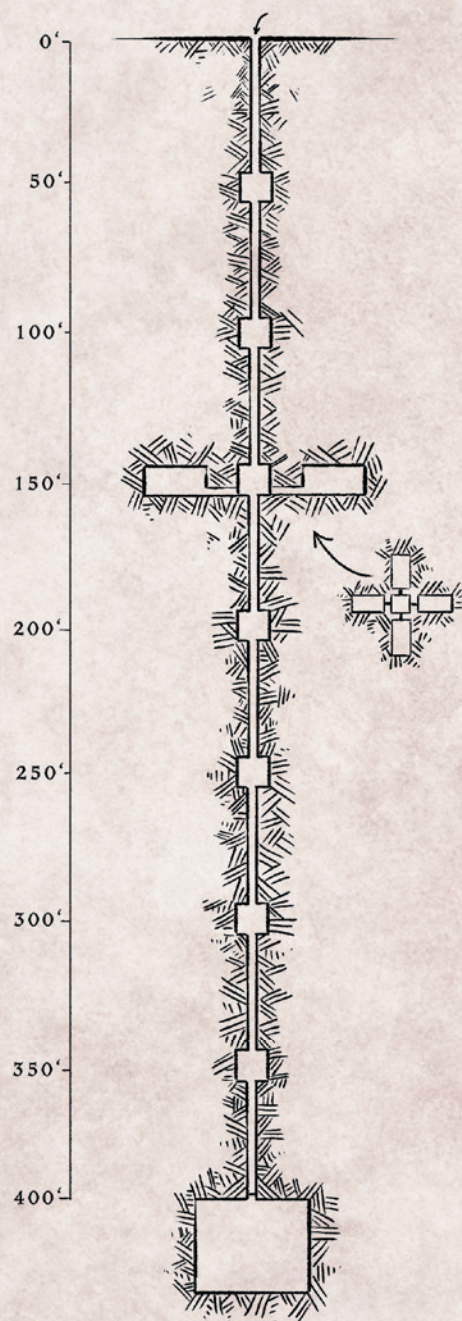
Several outcomes can lead to Haladriel's survival: the characters never use the *port-stone* and don't fall into Forl's trap, Haladriel simply survives the encounter with the demon, or the characters revive the angel afterward. In any case, the angel has no problem leaving Avernus and safely returns to Mount Celestia. Soon after, the characters receive a vision, detailing how they can call upon Haladriel if they ever find themselves in a time of need.

Haladriel Vanishes

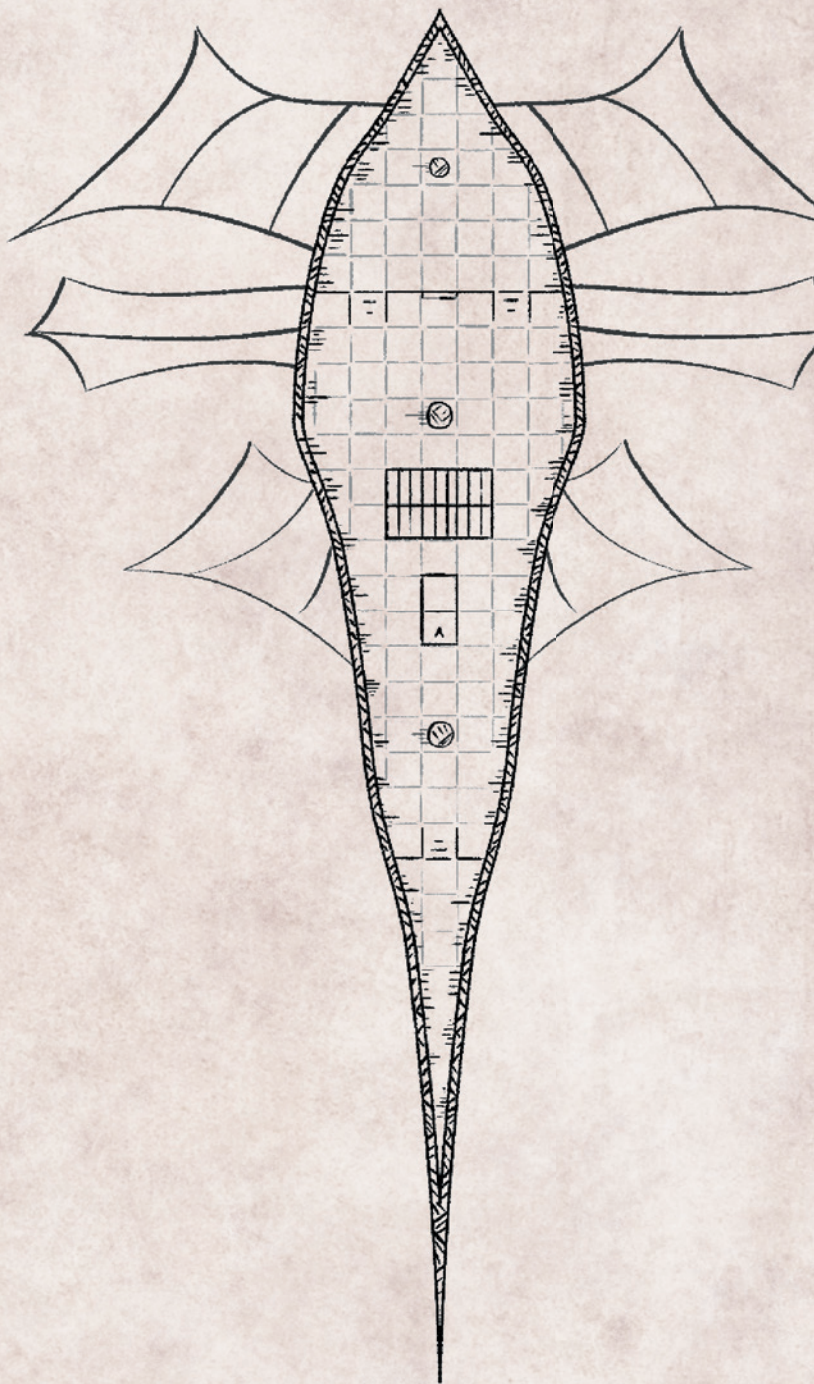
Should Levistus move Haladriel to a different location before the characters reach the imprisoned, their mission has failed. At your discretion, the characters find several of Haladriel's feathers that could lead them to the location of the new prison.

Stygia: Maps

Prison



Ship





MELTDOWN MASQUERADE IN MALBOLGE •



Adventure Background

Levistus has been a naughty archduke. Famous for slaying the Queen of Hell, his imprisonment in the ice of Stygia has gone on long enough. His machinations resulted in an unusual solution: Levistus sought to be freed by the good graces of the gods on Mount Celestia.

An angel messenger he summoned was open to the idea, but they never returned to Celestia after leaving Stygia. Instead, the angel captured by Belial on Phlegethos, the fourth layer of Hell, where they were tortured for information. After learning all he could, Belial gave the celestial to his daughter to destroy.

Fierna decided a better use would be to convert the angel into a mask and give it to Glasya, Lord of the Sixth. If Glasya can prove Levistus was a threat to the whole of the Nine Hells, Asmodeus may finally destroy him and award his layer to a faithful servant. In addition to ridding Baator of a thorn in Glasya's side, Fierna would be given dominion over Stygia, giving Glasya a powerful ally in future conquests.

Like any archdevil, Glasya masks her true intentions. What better way to do so than by throwing an enormous Masquerade-themed ball, the Meltdown Masquerade? At the center of the ballroom rests an ice sculpture of Levistus—an ironic gesture to mock the only archdevil to have been given the cold shoulder by Asmodeus. Throughout the

Layers of Hell

This adventure is complicated, and multilayered. Depending on the goal that your players choose, some NPCs will cause greater disruption. It is recommended that you read through it beforehand, taking notes on what complications you would like to include.

party, the sculpture melts due to the intense heat of Malbolge. When it is no more than a puddle on the dance floor, Asmodeus himself is due to make an appearance. At that point, Glasya intends to show the duplicity of Levistus to her father.

Asmodeus already knows all of this: he was the one who set the entire chain of events into motion.

Adventure Outline

The adventure takes place over the course of a party. The Dungeon Master should choose one of the adventure goals, which must be completed before the end of the festivities.

As with any heist, you may introduce complications that make it difficult for the characters to achieve their goal.

Getting to the Party

- **Invitation.** The characters receive an invitation to the ball from an established NPC in your campaign with whom the party has worked before. Additionally, the characters could receive an invitation by mistake.
- **Proxy.** An archdevil from one of the upper layers is vying for Glasya's position. It's no secret that Glasya wants to descend the fiery ladder. Should Glasya be demoted, Malbolge would be open to another archdevil. This ball is an excellent opportunity

to stir up some trouble. The party is contacted by a high-ranking fiend—be it Bel, Mammon, or Fierna—and asked to attend the ball on their behalf.

Adventure Goals

Below are three possible goals for this adventure. You must choose at least one goal for the characters to complete during the party. If more than one of these goals suits your party or your players do particularly well under pressure, you may want to choose more than one.

- **The Ember Enclave** is upset about the potential unbalance caused by Glasya taking Levistus out of the picture. They are trying to use this party to make her look the fool.

The adventurers could either aid or hinder the Ember Enclave, but the Enclave are not the only major players who care about ensuring or preventing Glasya from handing her information over to Asmodeus.

- **Steal an angel mask** (and either free or give the mask to another archdevil).

Some devils wear *angel masks* (appendix A), enchanted masks that trap and hold the souls of fallen angels. There are only a handful of these masks in existence. Devils naturally covet these priceless artifacts, only donning them on rare occasions, such as the Meltdown Masquerade.

- **Poison an archdevil diplomat.** Interestingly enough, the archdevil's diplomat is not a devil but rather a rakshasa. Given the high-profile and wicked attendees of the Meltdown Masquerade, the best route might just be through the kitchen. However, the diplomat has specific dietary restrictions and does not drink so as not to interfere with its judgement. Characters must find a way to eliminate the diplomat without drawing attention.

Running the Adventure

With their goal in mind, the adventurers must attend the Meltdown Masquerade. During the party, they are free to explore the mansion. They can investigate rooms, speak with NPCs, and coordinate a plan to address complications when they arise. Just as the adventurers have their goals, so too does Glasya (read the **Plot Overview** below). As the ice sculpture of Levistus continues to melt, complications will multiply, ensuring endless frustrations that may just spoil the heist.

Keeping Track of Time

A large ice sculpture of Levistus is kept in the center of the ballroom. Glasya hates Levistus for murdering her mother and former Queen of Hell, Bensozia. Melting it publically is a symbolic representation of her hatred.

This adventure takes place in multiple phases, denoted by the fraction of the sculpture remaining. The adventurers should be aware that time is passing.

Real-time Variant

Alternatively, you could set a watch, egg-timer, hourglass, or alarm for 20-40 minute intervals. Each time the alarm goes off, a quarter of the sculpture has melted. This real-time progression may increase both tension and excitement at your table, but it may also make it much more difficult for your players to succeed.

A character can make a **DC 14 Wisdom (Perception) or Intelligence (Investigation) check** to determine how much time is remaining. On a success, display the timer for all to see.

Sculpture Melting Table

Percent of Sculpture Remaining	Event
100	Arrival. Glasya welcomes her guests.
75 First quarter melted	Glasya's Announcement. The Daughter of Asmodeus boasts that she will reveal Levistus' treachery and destruction when the sculpture has melted.
50 Second quarter melted	Infernal Toast. "To justice and sweet revenge."
25 Third quarter melted	A complication should occur, putting the adventurers in a time crunch (see Complications).
0 The statue is entirely melted	Party's Over. Asmodeus arrives; events are now out of the party's control.

First Quarter. The party is approached by multiple major NPCs (see Guests). They coerce the party to work for them. This may result in several conflicting goals and inevitably create both friends and foes.

Second Quarter. With the festivities underway, the party should be largely concerned with achieving the goals they have accepted.

Third Quarter. All guests are called into the ballroom for an infernal toast. If the party attends, they learn about Asmodeus's arrival and other useful information. If they don't attend or have split the party, the characters may thwart or aid any of the groups operating behind the scenes.

Fourth Quarter. The party might achieve their goal, despite interference from other groups.

Conclusion. The party can only watch as the events unfold that have been orchestrated by them and the other groups. Because Levistus was the source of all this drama, it's unlikely Asmodeus will actually destroy him.

Guests

High-Profile Attendants

Several major guests attend Glasya's grand reveal party. Although they appear to enjoy the pleasantries, each knows Glasya is not just throwing the festivity for altruistic reasons, and try to employ spies to figure out what's really going on and who else is playing the game. Each guest has a list of Desires, Disruption, Resolutions and Rooms.

Desires details what the individual wants. Disruption is how that might affect the party. Resolutions are how to resolve issues that might occur between the adventurers and that guest. Rooms indicate where the NPC might be found.

Glasya

The Princess of Hell, Asmodeus' daughter. She is in charge of this layer. A beautiful winged devil with a small set of black horns peeking from under her hair.

She is brash and unpredictable, something she openly flaunts. Her understanding of infernal law is incredibly wide, allowing her to skirt the repercussions for her many schemes. Glasya does *not* wear the mask she plans on giving Asmodeus and instead has it hidden in a nearby room (DMs choice, or her bed chambers on the fifth floor)

Glasya's mansion reacts to her emotional state. Statues look to be filled with pleasure when she is happy, or terrified when angry. Flames are warm and inviting, or uncontrollable, scents of brimstone scald the nose when she is annoyed. The mansion should feel reactive to its owner.

Within the course of this adventure, Glasya may become aware of the adventurers and their purpose in her home. She does not hesitate to try and utilize them to her advantage.

Desires: To have Levistus destroyed.

Disruption: Glasya is likely to interrupt anything that could be thought of as disruptive, if she is present.

Resolutions: Arguing with Glasya is pointless, this is her party and only her will matters.

Rooms: Whenever the adventurers enter a new room that has a high profile guest, roll 1d6. On a 5 or 6, she is present and discussing things with them.

Titivilus

Dispater's most trusted advisor and his devil in the field. What little he wears is decorated with spikes and skulls of iron. Titivilus's small wings fall pale compared to those of his fiendish peers. They are a mark of his relatively weak strength, but he makes up with his beguiling image and enchanting words.

Titivilus governs the city of Dis, and is attending this party in Dispater's name. Titivilus is an extremely charming devil, who seduced Dispater into making him the second-most-powerful devil in Dis. He is very handsome by devil standards, which he uses together with his slick tongue to wind fiend and mortal around his finger.

Titivilus has tangled himself into the various plots that take place behind the scenes of the party. He actively seeks out the party to recruit them for a mission to steal Glasya's mask from the hands of the Ember Enclave.

Desires: Titivilus wants to give back the mask to Glasya in order to win her favor.

Disruption: Titivilus can't take the mask until after the Ember Enclave steals it. If he notices individuals going for the mask, he tries to mislead others so that the Enclave can take it. Once they have it, he stops at nothing to get it.

Resolutions: Only giving Titivilus the mask quells his anger from those who would stop him.

Rooms: Although he mostly visits the ballroom, after the ice sculpture melts at least halfway he sticks to the third and fourth floors, trying to spy on those who would enter Glasya's bedchambers.

Ember Enclave Shadowflame (Kindra Tillintos)

Kindra Tillintos is excessively paranoid as though Glasya will pop out from behind a painting or chair to accuse her directly of duplicity. She represents the Ember Enclave.

Her goal is the mask of Glasya. It could be in any room of the DM's choosing, but in Glasya's personal bedroom is most appropriate. This means going outside the roped-off areas and invading her personal space.

Desires: To get the *angel mask*, take it someplace secret and safe, release the angel, and then replace the mask without Glasya knowing.

Disruption: Should the adventurers or Kindra get caught, they would be brought to Glasya for punishment.

Resolutions: If the adventurers give up Kindra and the Enclave (or any other NPC searching for Glasya's mask) then she is pleased, allowing them to go free if they promise to behave. Of course, she stops them from leaving later and set her torturers on them. ("Remember loves, if a devil makes a promise to you, always get it in writing.")

Rooms: Kindra can be found in any room, but once she is set on her mission she can only be found on the fourth floor with whatever aid she has acquired. That could be the characters or another guest.

Noxious Tim

Timorainix (or Noxious Tim) is a **pit fiend** who works for Belial. While he is here officially trying to prevent Fierna's proxies from succeeding at whatever their tasks are (Tim doesn't know), he is intrigued by the

ball. Belial keeps Tim working so hard, this bit of respite is quite an addictive experience for him.

Desires: To investigate stop Fierna's twins (see The Harbingers of Pain and Pleasure, below) from whatever their job at the party might be.

Disruption: Should Glasya succeed at her own plot, it's likely Fierna would see the benefits of this. Noxious Tim tries to disrupt the party to stop this.

Resolutions: Noxious Tim isn't inept, but he is way out of his element. It's unlikely that he would survive any disruptions he causes.

Rooms: Noxious Tim can be found in any room with Fierna's proxies. He also spends time in the ballroom (Tim seems to love dancing).

The Harbingers of Pain and Pleasure

Fierna and Belial rule over a plane of torture and reward, and reflecting that are Fierna's personal succubus and incubus. Visibly identical twins, the pair enjoy lulling others into emotional comfort and then twisting things until it gets uncomfortable.

Desires: The twins are here mostly to confuse Noxious Tim. Glasya is already working to aid Fierna, so she doesn't need to have an active presence here.

Disruption: The twins like to separate, find a target, and then swap places, confusing and confounding guests. This isn't too large a disruption, and Glasya is in on the joke.

Resolutions: Any trouble caused by the pair cools off whenever Glasya shows her approval of them: an unfair advantage they try to leverage often.

Rooms: The twins are not often found together in the same room, as that would ruin the tricks they enjoy pulling.

Bel

Whereas the other major players mostly sent proxies, Bel shows up to the party himself. Most of the other guests give him a very wide berth, but Glasya is most pleased a former archduke showed up. She has many paintings and sculptures of his failings in her galleries and it is a treat to have the inspiration for those artworks here.

Desires: Bel waits for Asmodeus to arrive, then discusses with him the tactical advantages of being reinstated as an archduke.

Disruptions: Bel isn't really here in a capacity that would cause complications, but Glasya enjoys torturing him by reminding him he is no longer an archduke.

Resolution: Bel is clever. He should see almost any plot hatching well ahead of time. If he notices this, and it hurts Glasya, he may aid the plot. If it aids her instead, he actively tries to hinder those efforts.

Rooms: Bel can be found in any room. Roll 1d12 and on a 10-12, he's in that room as the characters enter.

Sarkrag

Sarkrag is an ice troll (use the **troll** statistics, but it's immune to cold and acid doesn't stop regeneration) who works for Levistus. He is here mostly to try and make trouble for Glasya, but with no definitive plan on how to accomplish this.

Goals: Get Glasya as angry as possible so guests leave the party.

Disruption: Since Sarkrag is here to cause disruptions, almost anything that goes wrong could be pointed at Sarkrag, from hellhounds getting loose to the ice sculpture not melting quite as fast as it should.

Resolutions: The moment Glasya's attention is focused on Sarkrag, he tries to get out of the mansion. This should happen at around the last quarter of the ice sculpture melting.

Rooms: When entering a room, roll 1d12. On a 1-2, Sarkrag is found there.

Other Proxies

Other proxies without any predetermined agenda are:

- Zariel: Ryxis, a horned devil.
- Mammon: Chlorikas, a pit fiend.
- Baalzebul: Etritigian, an ice devil.
- Mephistopheles: Sairah, an erinyes.
- Asmodeus: Wix, an imp (much to the offense of Glasya).

Other Guests

There are a number of other guests present. They wander around, talking with other guests, and partake in the party. Two can be found at any given time in any room (three in the ballroom), as well as any staff needed to keep the party running smoothly.

Cinderhella

A Sembian **noble** who made a pact with a devil to be so attractive none could ignore



her. It wasn't long before her soul was claimed. Her torture is to always be set aflame, impossible to ignore.

Her body still holds an alluring silhouette. She wears clothing made of scales of obsidian with a matching pair of slippers. She has since become familiar with the ways of the Nine Hells and is outgoing and pleasant to most beings who respect her.

Six-Six-Six

Six-six-six, or Sixes to its friends, is a rogue **monodrone** who tried making a deal with a devil; the construct wanted a soul. Undergoing the same process used to forge soul coins, Sixes was bound with two souls: a Halruaan wizard and a Rashemi barbarian. Sixes is more or less a free creature within Hell (a place Primus will never think to look for it), but now has to live with three beings who share one body.

Sixes looks like an ordinary monodrone. The other personalities come out at random, with the wizard being cautious and the barbarian being loudly bombastic. When the modron is in control, it is a simple being, who speaks and thinks with strict logic.

King Irrus the Sin-Wreathed

A Tytherian king once bargained with a devil on his deathbed. If the devil could make him a king forever, he would give up the souls of his five children to the devil. A year and a day later, the king was assassinated, a tale still told today in song. The devil kept his word, ensuring that song never goes unheard, and the king yet holds his title in Hell.

This tall gaunt figure has crimson skin and a ring of long horns extending like a crown of bone fused with his skull. His long black hair falls between the horns. He rarely speaks and mostly wheezes loudly.

Chogrun

A **green slaad** from Limbo, Chogrun is taking a tour of the planes of existence. When it heard of a party in Hell, it decided

to crash in, which delighted Glasya. Since then, it has been somewhat pleased, with the hostess showing off the slaad like a trophy. This is closer to the truth than the creature realizes, as she intends to place it in a magical stasis and display it in the bathroom as a statue to hold sanitary products.

Chogrun looks like all green slaadi, and prefers to exist in its natural form. It is gregarious, outgoing, and enjoys the party. Chogrun is oblivious to the dangers present and does not understand subtle language cues that would otherwise warn it.

Jakakoranalaisaphasus

(Ja-kah-core-aw-n-ah-lee-sa-ff-aw-sus)

Also called Jaka for short, is a **bone devil** who is currently trying to escape a bad habit of hers. She is a glutton, which has gotten so bad that she regularly abandons her post and risks demotion to a lower form. Her bony form doesn't reveal this but she is rarely seen far from a waiter or the kitchen in general (much to the chagrin of the cooks).

Jaka isn't unpleasant, although she enjoys seeing others uncomfortable in her presence. She is most grateful for any creature catching her in the act of devouring food (or the wait staff) and is always embarrassed when this happens.

Silus Goodman

A tiefling **warlock of the fiend** (VGtM, or use the Minotaur Warlock from appendix B) from Calimshan who signed a pact with Glasya. One of the required and expected duties was to partake in each and every party thrown. Silus Goodman has been granted an effect similar to the tongues spell. Anyone who Silus speaks to understands the spoken words as though it was in their native tongue and any responses are heard in one of the many languages spoken by Silus.

Silus has two backwards-curving horns, small wings protruding just behind the shoulders, black eyes, and cloven feet. Silus is often seen wearing the sort of clothing and

armor an adventurer might wear. Polite, but weary of far too many parties, Silus is more likely to avoid other guests.

Erebus

Working on behalf of Mephistopheles, Erebus is a **doppelganger** at the party sent to collect secrets. The problem has been an enchantment Glasya threw over her domain, preventing it from using its Read Thoughts action. Now Erebus has been shapeshifting into other patrons and asking them to repeat themselves (“Sorry, but would you be so kind to remind me what we were talking about? It was so interesting, but I forgot where we left off!”) as a method of information gathering.

Although in its natural form, Erebus looks like any other doppelganger, most of the time it resembles another of the party goers.

The Caller

A creature crafted by Glasya as a way of announcing any new guests (or important news), the Caller is a **flesh golem** stitched together by the defiled flesh of nine goodly priests. Always friendly towards any party goers, it is by the pleasure of Glasya that the Caller attends to guests. The Caller can usually be found in the ballroom.

The Caller stands seven feet tall, wears a wonderfully tailored black suit with a thick black tie coated in a red paisley pattern. The creature has no face aside from two ears and a singular mouth large enough to consume the heads of most humanoids. Somehow, it seems able to see without eyes.

Gordon

Gordon is a **kobold** often seen everywhere in the palace. Running from one room to another, attending the needs of every guest, Glasya is most proud of her head of staff. He has been taught a number of languages and knows where everything inside the building is kept. It is not quite clear if Gordon is a single kobold, as everyone thinks, or a family of kobolds no one can tell apart.

Gordon is seen wearing very formal and well-tailored clothing, carrying a silver serving tray and towel that is never dirty.

Gordon is not the only waiter or chef in Hell with this name. In fact it's a strange law of the nine Hells that any kitchen in the depths must have a Gordon on staff.

Nagnas of the Creeping Night

Nagnas is an **oni** who once served under Malagard the Nighthag, the previous ruler of Malbolge. Glasya adopted Nagnas as her personal tattletale. She either lurks in the darker corners of the palace, silently observing the guests, or polymorphs into a human cultist of Glasya and intermingles with the guests to learn of their secret plots. If she is not eavesdropping, she can be found devouring raw butchered creatures from the banquet table.

Nagnas is a large blue-skinned giant who wears Glasya's cultist robes. Her long, unkempt gray hair falls over her shoulders, and her wide-open, black eyes have yellow pupils. She never seems to blink. Her mouth is filled with sharp teeth that extend from ear to ear.

The Terrifying Iwan

Iwan is the most-decorated **erinyes** in service of Glasya. Having served in over a hundred successful campaigns in the Blood War, her martial prowess is known to all the guests at the party. She was invited to give a special presentation in the torture room, specifically calling out the newest in torture methods.

Her skin is weathered from her eons of being on the battlefield. She carries dozens of scars, and her armor has been custom made to fit her form.

Kolikak the Philosopher

A **pit fiend** who served under Bel and now commands armies at the pleasure of Zariel. Due to being a successful warlord, Kolikak has had a lot of free time on his hands.

Having seen the success many mortals have had fusing together philosophy and war, he is currently writing a manual for others to follow: *The Artistry of War*.

His thick scales border on the darkest crimson, giving Kolikak a glistening black appearance. While intimidating or even frightening, if given even a moment to speak of his writings, the pit fiend is filled with a passion akin to a bug collector: weird but infectious.

Jol'ethan Mithrilsmith

Durzagon are to duergar what cambions are to humans, and Jol'ethan is no different. He is rarely seen outside of the secret room, where he can be found recounting his many seemingly impossible stories to the passed out patrons around him. Should another patron have an impossible story, Jol'ethan tries to out-story them. These tales are why some call him the most interesting devil in Hell.

Jol'ethan is found with a drink in hand, in his tailored clothing. His rust-colored beard is stark against his more gray skin and he speaks with a soothing baritone voice.

Steven the Younger

A Chondathan human **commoner** from Baldur's Gate, Steven is out of place and visibly shaken. He had only moved into 22 Applewood Lane (right around the corner from the *Elfsong Tavern*) two nights prior, and now he is in Hell! Unknown to him, the house was previously owned by a devil who was invited to the masquerade.

Now Steven tries his best to fit in. He gives a nervous laugh whenever a devil makes a remark like "Oh your skin is so fresh, you must have acquired it just today!" or "This costume, I simply must know the name of your butcher-tailor!"

Steven can be found nervously trying to leave most rooms at the party. He is short, slightly balding, and wears the clothes of a carpenter or roofer from the Sword Coast.

The Lost Souls

A band consisting of a number of beings who have all sold their souls for fame and fortune. In the ballroom, the band is tortured by having to play whatever songs are requested. If they didn't know the song previously, they magically know how to play the moment they are asked.

The band consists of Robert on harmonica (a tall, thin man of dark complexion), Pagannini on violin (a brown-skinned brunette who speaks with an upward inflection), Murdoc on bass (a drooling maniac with crazed eyes), Ludwig on piano (a nearly deaf man with a giant shock of white hair), Charlie on fiddle (a heavier man wearing glasses with a face of stubble), Jack, a singer (an overly enthusiastic performer), Kyle on guitar (a quieter fellow who seems quite attached to Jack), and Tom, another vocalist (a deep-voiced man with haunting eyes who never removes his hat).

Victor Dhostar

A thief from Westgate, Victor had nearly died when he faced off against the heroine, Alias. He was nearly killed by her, but a quick prayer to the right devil can move mountains. Devil contracts can be complicated and so



now Victor is in Hell as a mercenary for devils who need his services.

Wearing a cloak and silk clothing, Victor hasn't changed much in Hell. Before, he used magic to make himself faceless, but thanks to his contract it is now a permanent feature.

Bran the Beastslayer

A hero who had once defended the portal under Dragonspear castle, sacrificing his own life to save those of his compatriots. His performance against the forces of Hell in Avernus impressed Glasya enough to save him from the fury of Zariel.

A hulking mass of muscle, Bran typically wears animal skins from his kills. He carries with him an intelligent talking sword that he considers his only friend in Hell.

The Palace

Glasya's Palace is a five-story palatial estate built into the skull of the night hag who formerly ruled over the Sixth. While each floor is magnificent and filled with all manner of decorations to suit the whims of its owner, the party is mostly constrained to rooms near the main stairways. Glasya put a lot of effort into ensuring the most impressive things are closeby, so she can rub it into everyone's faces).

There are nine rooms used in this adventure:

First Floor. The ballroom, kitchen, and courtyard are here.

Second Floor. The gaming room, study, and viewing room are on the second floor.

Third Floor. Only the theatre is here.

Fourth Floor. The secondary dining room and secret rooms are both found on the fourth floor.

Fifth Floor. Glasya's bedchambers are found on the fifth floor, which is strictly off limits and requires sneaking (as below, but don't roll randomly for the room).

The entry hall is intended to be the main room for receiving guests. Should the

adventurers relax in the main entry hall, nothing of note happens other than the entry of guests through this area.

Combat is strictly prohibited within the mansion. Should combat break out, six **erinyes** will arrive to part the combatants, literally. Duels are allowed, but Glasya insists on being present and must be summoned before the duel begins. Casting spells on each other is fine, provided no evocation magic is used; Glasya wants her house to stay in order, and cleaning the charred remains of a fireball spell takes more than a simple casting of prestidigitation.

Adventurers may want to stray beyond the roped-off areas into restricted areas of Glasya's palace. Doing so requires stealth and subterfuge, or being charismatic enough to have a powerful escort. The rest of the rooms in the manor can be made up by the DM, with some inspiration from the table below:

d10 Room Description

- 1 **Bath.** A grand bathing chamber where all the fixtures are shaped like Glasya. Two circular 20-foot-wide baths are beset into the floor. One is filled with molten rock, the other with a green, foul-smelling substance.
- 2 **Aviary.** The aviary contains a host of hellish creatures: squealing abyssal chickens, screaming black cockatrices, and giant crimson bats. In the back, a caged harpy howls a lonely Luring Song.
- 3 **Bedroom.** The bed is handsomely carved from a variety of wood and bone. On the table rest many vials of poisons, daggers, and other killing implements with a note reading "So you can rest feeling safe."
- 4 **Guard Room.** This room is currently occupied by a few devils as a rest stop between checking floors. One gets up to escort the group back to the party.
- 5 **Chapel.** A chapel dedicated to Glasya and Asmodeus.
- 6 **Banquet Room.** All of the light fixtures snuffed out. Only the soft glow of luminescent paint lights the room. A single reflective ball gently spins on the ceiling.

d10 Room Description

- 7 **Kennel.** This stone room houses many hell hounds who immediately begin barking, throwing hot spittle all around.
- 8 **Conjuring Door.** A door that somehow opens back into one of the main rooms on a different floor.
- 9 **Dining Room.** A small dining room with three reserved tables. A staff of confused waiters greet the party, not expecting anyone today.
- 10 **Dressing Room.** A dressing room featuring a number of wardrobes, each labeled with a different layer of Hell. Opening any of them reveals the current fashion enjoyed by the inhabitants of that layer.

Ballroom

The ballroom is spacious enough to hold more than a hundred creatures. Near the walls, waiters serve food at tables of various heights made of polished bone. In the air, flying guests perch on crooked-faced gargoyles with their hor d'oeuvres and drinks, which occasionally splash down on other guests. At one end is a large stage with a band who plays for Glaysa's ghastly guests.

The pillars in this vast area have an enamel-like coating and are slightly yellowed. Dangling from the vaulted ceiling is a magically-preserved uvula, glistening and reflecting light all around the room.

When the party enters the ballroom, a random dance is taking place. Roll 1d4 and consult the table below to resolve which dance is currently being performed. The characters shouldn't be the targets of the dance, but rather use this as an opportunity to teach the players about what might happen should they be caught in the fray of

dancing devils. The DM decides when the next dance takes place, but once per phase is a good general rule.

d4 Dance

- | | |
|---|-----------------------|
| 1 | The Diablo Swing |
| 2 | The Dying Mortal |
| 3 | Dance of the Departed |
| 4 | The Wicked Waltz |

The Diablo Swing. A group of twelve **erinyes** enter the dancefloor. They are dressed in black plate armor. Purple-dyed wings extend from their backs. Each of them holds a spiked whip, which they slap once in unison. Most guests cease their conversations and nod approvingly, some advancing on the dance floor to meet an erinyes in a crooked dance pose. The remaining erinyes eye around the room and pick a victim. A character can attempt to blend into the crowd with a successful **DC 15 Charisma (Performance) check**. On a failure, the erinyes hone in on the character's insecurity, including them in their pointed



performance. The chosen guests follow their new dance partner without resistance. If a party member refuses to follow the erinyes, she mocks its pitiful mortal existence and picks another partner.

Once every pair is in position, a haunting swing begins to play with a dreadful, echoing wail on each upbeat that makes it difficult to keep in step. Each erinyes slaps their whips in perfect synchrony and wraps it around their dance partner. They fly up and hurl the guests into the air, spinning them dozens of feet above the dance floor before catching them in one graceful motion. The dance continues with more daring moves; guests have little choice but to be hurled around at their partner's will. The swing ends with each guest thrown into the air while the erinyes pull out their greatswords and slide their partners down the blade and back onto solid ground, dealing 8 (1d8 + 4) piercing damage and 13 (3d8) poison damage. A cacophony of loud screams fill the ballroom, and various spectators sigh in delight. The guests retreat from the dance floor and the erinyes give a deep bow before exiting the ballroom.

The Dying Mortal. The sound of a gong echoes through the ballroom. The guests in the ballroom begin humming and form a circle. In the center, a deathbed appears on which an old human woman mumbles erratically to herself. A few seconds pass before she realizes she is not at her home anymore, slowly sits up, and looks around the room. The guests come into motion, slowly circling around and closing in on the woman. One by one they tauntingly ask pervasive questions, interrogating her motives, actions, and integrity. They don't wait for answers: her evil deeds are known by all. It doesn't take long for the woman to break, jump out of bed, and run away. The guests burst into laughter. If she sees members of the party, she runs to them as they appear familiar to her, asking for help. Otherwise, she is dragged back to her bed.

The guests then continue a bidding on her soul. The highest bidder bids 1d10 x 1,000 platinum pieces. The bed and the woman then disappear, her dying scream lingering in the ballroom for a few more minutes.

Dance of the Departed. A sad wailing spreads throughout the crowd as glowing spirits appear. These **ghosts** fly into various guests, possessing them for a fervid shuffle. Those unable to resist begin dancing around, a particularly archaic selection of dances. The band takes a break while a ghostly trio begins playing spectral instruments - a sad, slow dirge that makes devil's under the age of 6,000 roll their eyes into the back of their heads.

If an adventurer wants to join the dance, they must attempt a **DC 17 Intelligence (History) or Charisma (Performance) check**. Characters with the Acolyte or Sage backgrounds have advantage on this check.

Failing the check and dancing poorly is a sure way to gain the attention of a ghost. If this happens, the ghost attempts to possess the target. The target must succeed on a **DC 15 Charisma saving throw** or become possessed for the remainder of the tune (at least 10 minutes).

Once the music dies down and the spirits leave, any possessed creature suffers one level of exhaustion. Any creature who danced successfully without possession impresses the audience, gaining the adoration of any onlooking guests.

The Wicked Waltz. Ears begin to prick up at the start of a lively tune. The music flows through the crowd, forcing the weak-willed to dance.

Each creature who can hear the song must succeed on a **DC 15 Charisma saving throw** or begin dancing as all the party-goers of stronger begin to clap and murmur. A devil near the bar begins to take bets.

As the pace of the music increases, the dancers begin showing signs of wearing down. Each round, all dancers must make a **Constitution check**. The DC is equal

to 20 minus the number of remaining dancers. On a failure, a creature suffers one level of exhaustion and may stop dancing. Additionally, it may choose to continue to dance despite this burden.

The dance gets faster and faster, causing dozens of participants to collapse with each key change. As the odds shift, betting becomes equally rapid. The song continues until all contestants are either dead from exhaustion or free from this melodic torture. The last creature is celebrated as the best dancer at the ball, earning clout and impressing a major guest.

Loot

The ballroom has many exquisite art objects on display which are worth a small fortune. Stealing an art object requires 10 minutes and a successful **DC 18 Dexterity (Sleight of Hand) check**. On a failure, guests shame the thief, and the vile deed is reported and recorded in the Book of Judgement, a book containing the pitiful shameful moments that is kept in the Viewing Room (see below).

A Tiny object can be hidden under clothes. A Small or larger object must be concealed by more clever means.

Tiny art objects (200 gp):

- Two golden knives decorated with infernal symbols.
- A rose with pedals made of blue flame.

Small art objects (500 gp):

- A taxidermied pearlescent flumph.
- A talking mirror that only tells lies.

Medium art objects (1,000 gp):

- A large moon sapphire.
- An abstract, Baatorian steel representation of the cosmic balance using mind-bending geometry.

Kitchen

Kitchen Door. The entrance door to the kitchen resembles a sentient mouth. A creature approaching the door is met with a growl from the door. The moody door wants food before allowing anyone to pass. Its favorite foods are: honey, caramel, chocolate, and cherries. Anything sweet it devours in delight. The kitchen staff carry a bag of small sweets to keep it content. Once it has a treat, the mouth opens and a wet, flat tongue extends over its razor-sharp teeth. A 30-foot-long dark tunnel leads into a bright room: the kitchen isles.

If the mouth is fed anything other than sweets, it winces and lets out a loud cry that can be heard throughout the palace. There is a 10 percent chance that Glasya herself will come to comfort the door. Otherwise, her head of staff, Gordon, rushes to the rescue.

Glasya likes her food fresh off the hook. Her kitchen accommodates this in many ways. The room is divided in six isles, each of them has several staff members working on preparing food.

Isle One. Immediately on the left of the entrance, a row of human-sized wooden crosses line the walls. Several creatures are bound to the crosses, nude and completely covered in sauces and marinades. They appear to be still alive, but are barely responsive. An **imp** is coating the last in the row with a dark purple substance.

Isle Two. On the right side of the entrance stands a large wooden table surrounded by equipment cabinets. On it, someone arranged a variety of chopped limbs neatly into bowls and boxes: finger phalanges, toeless feet, upper and lower arms, intestines spun on a rod, diced ears, and sliced brains. A **bone devil** is busy sealing off the body parts in preservation salts and liquids, and stores them in the cabinets. A back door leads into a large freezer, kept cold by the ice devil staff, where many more jars and chests of body parts are stored.

Isle Three. 30 feet ahead of the entrance, the third isle spans the entire width of the room. Various lice cookers, broiling ovens, and red-hot iron grills fill the area somewhat haphazardly. Getting through this place is a dangerous undertaking, as the staff here appears so focused on their tasks. As they prepare the food, they occasionally throw a passing imp on the grill by mistake—or so it seems.

Isle Four. Behind the third isle, some large contraptions fill the left side of the room. These appear to be rotational devices, shakers and grinders. Machines that operate on large mechanisms, driven by chains that go in and out of the walls. A door leads to the backside where ten **lemures** run on large rotating cages, driving the chains, supervised by a **chain devil**.

Isle Five. Next to the fourth isle, a closed-off section marks the alchemic lab. Here, the highly-intelligent cooks are searching for new possibilities in flavor. A young **erinyes** is enthusiastically mixing colored liquids together in a boiling pot, then feeds the result to her pet rats. Six appear to be still alive, two act very strange, and a pile of ten rat corpses are shoved to the side of her table. Behind her, an **ice devil** works on a grand desert sculpted from ice: a statue of Glasya herself. The ice devil is inscribing arcane symbols into the ice for a new flavor-enhancing spell it has developed.

Isle Six. Beyond isles four and five, a dark and abandoned room marks the sixth isle. Nobody goes into isle six anymore after a series of accidents happened to the staff working there years ago. Blades started spinning, swinging, and flying on their own, decapitating most of the staff. Nobody enters isle six.

Long ago, an erinyes cook named Razaya created a meal she thought was such a masterwork that no other fiend could match up to. But when Glasya sampled it, she was disgusted. Razaya threw a rage in front of the Princess of Hell. In one fell swipe, Glasya beheaded her, promoted the next-best cook, and ordered it to make a meal out of Razaya. The staff swiftly went to work. But Razaya's soul was so full of hate, it coalesced into a maleficent spirit. She animated every knife, fork, and spike present in the area, and slaughtered every creature in the area. She is rumored to wander isle six ever since.

If the party enters isle six, Razaya lets them pass until they are past the center. She then casts *animate objects* on 10 pieces of cutlery and attacks the party. Razaya is a **wraith** who can cast *animate objects* 3 times a day.

Loot

If the party searches isle six for treasure, they find the decayed bodies of the murdered cooking staff. They have 150 gp, 2 acid vials



(25 gp each), a silvered meat axe (250 gp), an hourglass (25 gp), and a herbalism kit (5 gp) on their person.

Courtyard

Glasya's courtyard is well known for having the most meticulously curated collection of lewd and erotic statues in all the Nine Hells. Large topiaries exist for seven of the archdukes of hell (all save Glasya and Levistus), fully animated although firmly rooted in place. Four **death blossoms** (appendix B) bloom at the far end of the courtyard, spitting out zombies when Glasya requires them.

In the center of the courtyard stands a large blood fountain created from green steel. The fountain whispers the secrets it has overheard over the years. Most creatures are aware of the nature of the statue, and so many of the secrets it holds are outright lies.

A secondary effect no one is aware of, Glasya can hear through the statue as though she were standing in its place. This effectively allows her to spy on those who would use her courtyard against her.

Duels are typically held in the courtyard.

Gaming Room

The gaming room is luxurious, with hand-stained, wood-lined walls, carpet that is warm to the touch yet not uncomfortable, and many bound leather furnishings all about.

Many guests lounge on the chairs and sofas arranged here, seemingly out of their mind. They stare emptily at the open ceiling above. Wait staff explain that the games take place on the Astral Plane, and this is simply a place for your body to rest.

Should the adventurers decide to partake in the games, the DM should pause the timer (if using one). Time passed on these games is in a mindscape, and so they take little real time.

Psychic Roulette

All players assemble and bet between 5 and half their maximum hit points on a number between 1 and 20.

The game runner rolls 1d20. If the d20 does not land on a number that has bets placed upon it, each creature may attempt an Intelligence check against the group: the highest result (or results, in the case of a tie) can choose to move the d20 up or down one number. Continue to do this until the d20 lands on a winner.

Once there is a winner, all the losers maximum hit points are reduced by the amount they bid. Any creatures reduced to zero hit points are turned into a soul coin. The game ends when only one winner remains, and they win half the soul coins (while Glasya wins the other half). If all contestants are knocked out, Glasya wins all of the soul coins.

A creature can drop out when they lose hit points, but this is considered a cowardly decision. Lost hit points return after the creature finishes a long rest.

Liar's Dice.

Each participant is given a cup, and a twelve-sided die. The die is rolled and then covered with the cup.

The game runner then rolls two six-sided dice and covers one with a cup. Starting with the player who has been at the table the longest, the player must bet a number of maximum hit points between 5 and half their total. The next player must drop out, or bet an equal or greater number of maximum hit points.

Once all players have bet, the runner reveals the other die. Each player does not

reveal their roll but declares “match!” if their die was equal to the sum total, or the face value, of the runner’s dice.

For example, if your d12 resulted in 4, then you would yell “match” if both runner’s dice added to 4 or if either one showed 4.

Creatures who match have their hit points returned. If a creature suspects another player of matching without having one, they can yell “challenge!”. Their target must reveal their die and if the target was caught lying, they are immediately turned into a soul coin and given to the challenger. If they were not lying, however, the challenger loses the sum total of both bets and turns into a soul coin, if this would reduce them to zero hit points or fewer. The soul coin is given to the accused.

Silver Edge

The most deadly game enjoyed in Glasya’s gaming room is played with a pair of replica githyanki *silver swords*. While not actual *silver swords*, these will still sever the tether of creatures projecting into the Astral Plane.

Two creatures square off against each other, taking a swing at the tether of the other. Roll initiative with advantage to see who is fastest, the loser can no longer return to their body while their soul drifts off into the vast depths of the Astral Plane.

Few participants agree to participate in this game, but those high rolling combatants often bid multiple soul coins against each other. Those without soul coins to bid are barred from accessing this game.

Study

Yet another magnificently decorated room, with rich embellishments on every surface. In the air, the smell of brimstone clings heavily.

A variety of paintings adorn the walls, each of them depicting one of the many varieties of devil. Within their frame, they snarl at each other and creatures who get too close.

Kobold wait staff rush back and forth, cleaning up after patrons and attending to

their needs. This is an excellent area for the adventurers to meet with a guest.

Two sides of the room have a large, open gate leading into a long, curved hallway that connects to both sides. The walls on either side of this passage is filled with hellish literature. Books bound in flesh, draped in blood, and adorned with spikes make up the majority of this library. Every book is written in infernal and touches subjects such as art, history, and hedonism. If the characters decide to investigate the books, consult the table below. Any book that leaves the study room immediately comes to life as a **teeth tome** (see appendix B) until it is returned. Any missing book is noticed by the kobold staff after 1d4 hours, who begin a thorough investigation to find the thief.

d6	Title
1	<i>The Joy of Pain</i> explains the most elating torture methods.
2	<i>Nether Wars</i> analyzes many wars waged in the Lower Planes.
3	<i>Drawing Devils</i> is a guide explaining how to properly portray a devil in traditional mediums.
4	<i>Seven Heavens, Seven Lies</i> exposes the top seven lies spread by celestials.
5	<i>Winning the Game</i> , a guide explaining winning strategies for popular games played in Baator.
6	<i>Tyrants of Hell</i> lists all the Lords of Hell who ever ruled each of its layers.



Viewing Room

Glasya calls this gallery the “Hall of Shame.” Within it are a number of sculptures, paintings, and other pieces of artwork, each depicting a failure by some other devil.

Some of the statues have been created from the corpse of the failure. The paintings are created from the fluids of tortured creatures depicted in the paintings. Some of the more interesting exhibitions are created from those who are still living, images of great torture or passion.

The dimensions of the room are morphic. It is always full, but as Glasya adds more exhibits the space automatically expands to suit the addition.

Any high profile guest visiting this room has a 20 percent chance of finding an exhibit set up to display one of their failures.

Theatre

What appears to be a mixture of an operating room and a theatre, this room allows creatures to be tortured for information in front of a live audience.

When the characters enter, roll a d4. On a 1, there is a crowd watching a torture demonstration. An **amnizu** (see appendix B) is taking a pair of forceps to a creature’s open brain. The victim cries in perfect pitch, then proceeds to recount information in a brief, terrifying musical number.

DMs should feel welcome to choose previously encountered creatures or NPCs to be the victim of the amnizu’s interrogation. The victim recounts information about the adventurers in a way that doesn’t compromise them... for now.

Dining Room

The dining room is filled with tables, each packed end to end with an enormous array of devilish dishes. There’s pickled pigs’ feet, red-skinned rams, and a 10-foot-long serpent splayed out along the length of

one table, with an abyssal chicken stuffed between each pair of ribs. An assortment of brightly colored, prickly fruits that ooze a dark spectrum of slimes is scattered in piles among appetizers including rubber boots and writhing tentacles. A bowl of fingers sits on a snacking tray; each phalange is punctured by a spined devil’s quill to allow for convenient consumption. This room always has at least a few guests as well as a large number of **nupperibos** (appendix B) who have been regulated to the “Children’s Table,” a term one can only hope isn’t literal.

The room itself—being part of the hag’s skull—is also hungry. Its walls quiver and lean toward any waitstaff carrying food, and thick drops of saliva occasionally fall from the ceiling.

For every 10 minutes that the characters spend in this room, roll a d10. On a result of 1, a devil stands up and roars, “Food fight!” The food fights of Malbolge are legendary, and often leave many corpses in its wake. Rather than throwing food at one another, devils snap ribs from meaty creatures to be used as clubs, while others harvest acidic glands from the many dangerous creatures strewn across the feasting tables. Even Glasya doesn’t bother sending her enforcers to deal with devils who play with their food.

The Secret Room

This hidden room can only be found by those who know of its existence. To find it, the characters must find someone to bring them there. The guest walks them to a seemingly innocuous bathroom, in which the guest asks one of the characters to stand in the toilet. After a quick laugh, the guest inscribes a signal on a specific tile of the floor with a painful, high-pitched drag of their fingernail. The tiles begin to shift, stacking on top of one another and revealing the room.

Once inside, the room presents as a speakeasy. There is a private bar, an area for lounging, and a cloud of smoke coming from

priceless cigars. Upon closer inspection, each cigar is wrapped around a small corpse, which is slowly cremated with each devilish drag. A small stage towards the rear allows devils to sing famous wildly out of tune or carelessly recite poetry about the end of days.

The Most Interesting Devil in Hell can always be found here, even if he has recently been found outside of the secret room.

This room is an excellent place to hide objects from other guests. Without knowledge of its existence, a guest cannot enter the room. The DM determines which guests utilize the room throughout the Meltdown Masquerade.

Finishing the Adventure

With the ice statue melted and all assigned goals completed—whether in success or failure—the characters should exit without being noticed.

If they called Asmodeus out as being the architect of this drama-filled party, his amusement extends to protecting the group from harm during their escape.

Should the characters escape without being noticed or accused of illicit activity, award them an additional 1,000 XP each.

It is in the best interest of the DM to keep track of which guests, devils, and archdukes are affected by the actions of the adventurers, as this can impact the other adventures of this book should you utilize them. The characters may encounter guests once again in other adventures and interact in unpredictable and exciting ways!

Masquerade Plot Overview

The overviews below give the DM an idea of how to progress for the respective goals. Each one has a twist at the end, which is entirely optional and up to the DM.



- Asmodeus learned of Levistus's plan and loves the drama. As a reward, he takes no action against Levistus and planted the seeds of discord that allowed the other archdukes to become aware of the situation.
- Belial captured the angel and learned of Levistus's plans before it was minted into an angel mask. Fierna gave the mask to Glasya behind Belial's back.
- Glasya possesses the angel mask. The angel contained within has secret info regarding Levistus's plans to overthrow Asmodeus. Glasya wants to use this as evidence that Levistus must be destroyed.
- The Ember Enclave spy network learns about this and fears a major power shift, jeopardizing the balance. They try to release the angel within to make Glasya look foolish.

- **Twist.** Levistus is planning on using the confusion to complete his deal with Celestia, knowing from the very start that Asmodeus was setting him up.

Ember Enclave Goal Overview

- If Glasya convinces Asmodeus to destroy Levistus, the balance of Hell will be upset. She would likely try to get Fierna to rule Stygia, causing disruption between her and Belial.
- If the archdevils begin fighting within their own ranks, demons can more easily get an edge in the Blood War.
- The Enclave wants the adventurers to release the angel from Glasya's angel mask. This means taking it to a secluded area of the mansion, casting

remove curse to free the angel, and helping her leave Hell. A banishment spell could send her home without Glasya noticing.

- This should obviously happen without Glasya noticing, lest she shut down the party before Asmodeus arrives.
- **Twist.** The agent of the Enclave is secretly working for Glasya, trying to uncover those who are sympathetic to the will of the Enclave.

Steal an Angel Mask Goal Overview

- A number of NPCs are given *angel masks* when they enter. These NPCs are specifically chosen by Glasya. This is done to curry the favor of the guests in question.
- The NPCs who have been given the masks are proxies here on behalf of other archdukes (excluding Levistus).
- The characters aren't the only ones looking for Glasya's mask; Erebus (a doppelganger, see below) wants to steal it under the guise of another party goer. Feel free to choose this guest. If you are unsure, choose Titivilus.
- Once stolen, the mask needs to be placed at a predetermined location, hidden in the mansion.
- Before the party is over, the adventurers need to meet with a contact (DM's choice) and let them know where the mask can be found.
- **Twist.** The adventures accidentally stole Glasya's mask due to a mishap between Ember Enclave agents mixing up her angel mask with that of a guest.

Poison a Diplomat Goal Overview

- Having so many diplomats in one location at the same time is a political nightmare. The patron who hires the adventurers is looking to inject a little chaos into the party.



- Sending a message to an archdevil is a dangerous idea, so the adventurers are advised not to get caught in the process.
- **Twist.** The poison reaches the right guest, but it turns out to be from a different poisoner before the adventurers were able to supply theirs.

Ongoing Schemes

- No one shows up at a party thrown by Glasya without some ulterior motive. Here are a few suggestions of additional intrigue to introduce in your adventure.
- Titivilus has heard of the Ember Enclave mask heist and wants to swipe it from them once they have done the dirty work. He plans to return it to Glasya and earn her favor.
- One of the Other Guests (see below) plans to assassinate a respected guest during the party. A murder in Glasya's palace will surely deface her.
- Representatives of an archduke want a promotion and can be found scheming in the hallways.
- A devil hellbent on revenge against a rival wants to challenge them in the gaming room.
- A planar thief is lifting soul coins off of the guests and evading security. Aiding security or the thief could end up being very fruitful for the adventurers.

Weaving the Plot

This adventure is roleplay-heavy, and events happen dynamically. To keep pace and track what is happening, this section lays out the order in which events, engagements, and encounters take place.

Arrival. After the party has entered the palace and witnessed Glasya's introduction, several guests attempt to recruit them for their own covert mission. You may choose any or all of them to engage with the party.

Ember Enclave. Kindra Tillintos (LE female Chondathan **commoner**) approaches the adventurers in whatever room they are in, pretending to be interested in the architecture of the room. She invites them to an off-limits room and imparts information about upsetting the balance of the cosmos. She pleads for aid in preserving the balance.

Steal an Angel Mask. Choose one of the other guests. This guest greatly desires an *angel mask*. They approach the party with an interesting opportunity. While the party-goer in question might be watched anywhere they go, the adventurers should be able to steal a mask without being noticed. Rather than free the angel from its prison, the guest asks that the characters trade it to them in return for a handsome reward. The guest asks them to pick a room to meet in when the ice sculpture is in its final quarter to exchange information regarding the mask's whereabouts.

Poisoning the Diplomat. Choose one of the archduke representatives that is not Glasya or Levistus. This representative with an *angel mask* approaches the adventurers. The individual plainly states that the party can earn a boon from their archduke if they agree to poison the diplomat **rakshasa** named Abys'mhal.

The adventurers should feel free to continue exploring the mansion. Despite the room they are in at the time, they should hear the Caller shout the names of those arriving at the Meltdown Masquerade.

On Difficulty

The adventure is loose, allowing players to try and figure out how they want to accomplish their task.

A good rule of thumb for the DM is to remember that a 10 DC is easy, a 15 DC is moderate, a 20 DC is hard, a 25 DC is very hard, and a DC of 30 is nearly impossible.

First Quarter

Read or paraphrase the following:

Glasya raises her voice magically, empowering her presence throughout the entire mansion. Every reflective surface casts an image of her standing in the ballroom.

"It is most excellent and wise of you all to attend. While my parties are often legendary and appropriately horrid occasions, tonight is a special case. The Meltdown Masquerade will mark the last night in existence for the archduke Levistus! When this statue melts and is no more, you will all bear witness to his destruction by his own doing.

Until then, please enjoy yourselves and each other."

With adventurers aware of their goals, they must determine how best to accomplish them.

Ember Enclave. The adventurers need to find Glasya's mask. She wore the mask during her announcement, but she can't be found in any of the accessible rooms. Several clues point to Glasya's whereabouts:

- The whispering fountain repeats a conversation of a staff member who had to hurry to Glasya's private chamber.
- The kitchen mouth-door can be made upset by feeding it any non-sweet food. Gordon arrives to calm the mouth, complains he also has to go to Glasya, quickly comforts it, then hurries off to Glasya.

Steal an Angel Mask. The adventurers must find a guest with an angel mask. Each of these guests are engaged with other guests at the party. They must learn the strength and weakness of each guest to be able to steal their mask.

- Titivilus is extremely perceptive and charismatic. He keeps his mask on at all times. If the party isn't working for him or has no new information, he quickly ends contact and grows wary. His one weakness is power. To steal his mask without being seen, he must be lured alone, blinded, and grappled.
- Any of the high-profile attendants have *angel masks* of their own. The DM could find any reason for one of their enemies to contact the adventurers to steal one of these masks.

Poisoning the Diplomat. The diplomat Abys'mhal is constantly surrounded, discussing the various matters of their liege's layer. The rakshasa has refused food and drink so many times that the waiters have stopped offering.

Second Quarter

Read or paraphrase the following:

Once more, Glasya's image appears in anything even remotely reflective, this time raising a glass to the air. She gives a brief speech, showing appreciation towards the devils in her favor while commenting on Levistus's sordid activities.

She raises the viscous, black liquid towards the audience. "To justice and sweet revenge," she says plainly. With a smirk, she tips her head back and drinks, her lips turning black from the ichor. The toast brings about a cheer from just about every guest and many of the serving staff. The roars and screeches cause the mansion to quake. Dust and bits of stone trickle from the ceilings as the party settles once more.

The sculpture of Levistus has melted considerably. Flesh and most of the musculature are all but a thick puddle on the pedestal. The Meltdown Masquerade is halfway over.



The adventurers should have gathered some intel by this point. Allow the characters to converse and formulate a plan. During that time, they attract the attention of several other guests.

Ember Enclave. Some other patrons are also seeking Glasya's mask for their own reasons. This is a good time for the adventurers to be introduced to some of these guests. Some of the guests and their motivations include:

- The Enclave wants the mask. They want the angel to be released and the mask returned.
- The viceroy of Baalzebul wants the mask to go missing, and supports the Enclave. The viceroy wants the mask for themselves.
- An assassin hired by Belial wants the mask to go missing and supports the Enclave. This agent wants to keep the mask.
- An agent of Levistus is present and in disguise. The agent wants the efforts of the Enclave to succeed and to see the angel set free.
- Titivilus, a representative of the Archduke Dispater, wants the Ember Enclave to succeed. However, he also wants to obtain the stolen mask so that he can return it to Glasya and earn her favor.
- Fierna has sent a **revenant**, a gambler in life who was killed by her father, to encourage the characters to stop the efforts of the Enclave. As ruler of the Fifth Layer, she claims she will grant the characters a boon if they are successful.
- One of the house kobolds approaches one of the characters and identifies itself as an agent of Glasya. She wants the mask protected from the Enclave before Asmodeus arrives. Should they do so, Glasya would reward the adventurers consummately.

Stealing an Angel Mask. After all targets have been assessed and the characters have a course of action, they can attempt to steal an angel mask. There are at least two outcomes:

- **Caught!** If the theft goes poorly and the characters are caught, six **erinyes** guards try to apprehend the party. If the party chooses to fight, six more erinyes and Glasya emerge. They are likely to be killed.

If they run, a chase (see chapter 8 of the *Dungeon Master's Guide*) through the palace may ensue. One or more allies of the party may assist them in covering their tracks, though attempting to steal the mask a second time will surely prove more difficult.

- **Success!** The party acquires an *angel mask*, though proceeding to the next part of their plan might not be as smooth as stealing it in the first place. A complication awaits the party in the next phase.

Poisoning the Diplomat. The adventurers are either already successful or have yet to take the diplomat out.

If the party poisoned the diplomat too easily, you may opt that the diplomat was actually a **doppelganger** guest impersonating the rakshasa as a joke. Upon seeing the death of the doppelganger, the diplomat takes greater precautions (borrowing scrolls of removing poison from Glasya, or hiring guests to be bodyguards) to safeguard themselves.

Third Quarter

Read or paraphrase the following:

The party is now well underway, with every room full of discussion, food, song, and the screams of infernal entertainments. Time is running out. It's now or never.

Ember Enclave. If the adventurers haven't figured out where the mask is by now, you could generously rule that their next attempt succeeds. At this point, they should know whether they are helping or hindering the efforts of the Enclave. Introduce a complication (see Complications).

Steal an Angel Mask. The characters should have a mask and be in the midst of hiding it. Introduce a complication.

Poisoning the Diplomat. The characters should have a plan. If they haven't yet killed the diplomat, this is a good time for it. Introduce a complication.

Final Quarter (Statue Has Melted)

Read or paraphrase the following:

With the last bits of the ice sculpture running into a drain, Glasya's reflection appears once again.

"I present to you the Supreme Master of the Nine Hells, the Lord of Lies, the Prince of Evil, my father: Asmodeus!"

In a burst of smoke and flame, the Lord of Hell slowly rises from the floor before you. His wicked, wide eyes glow as the fire below him casts haunting shadows across his face. His hair is rigid and twisting, almost appearing as a second set of horns protruding from the back of his head. The room seems to darken, as if all light is being consumed by his flames.

Asmodeus casually scans the ballroom, eyeing each of his subjects and occasionally flaring his fiery gaze. Every creature gives a deep bow, their faces inches from the black marble floors of the ballroom. Even archdevils humble themselves before this menacing figure. You're not sure if it's a choice or Asmodeus's will, but you too oblige.

Slowly, the light returns to the room. Glasya addresses the crowd and Asmodeus proudly.

"Now, father, I humbly present evidence most repulsive. Proof of an abysmal plot, not against another archduke or even against your own resplendent self, but against the Nine Hells themselves.

An angel has been trapped in this mask. It can impart all you need to know to decide an appropriate punishment. I implore you to listen to this feathered light. Listen to it, as it tells you about Levistus's deal with those celestial failures, and how he plotted to be the only archduke in Hell."

Ember Enclave. There are several things that could happen here:

- If the adventurers released the angel but returned the mask, Glasya hands over a mundane object.
- If the adventurers handed the mask to one of the many factions which wanted it, Glasya scrambles to find it, having no mask to hand over to her father.
- If the adventurers stopped the efforts of the Enclave, she hands the mask to her father who smiles and telepathically converses with the angel within.

In any case, Glasya has had the doors locked, so no one can leave. She might have done this out of anger, dedicating herself to catching those responsible for ruining her plot, or to force those present to witness the supposed destruction of Levistus.

Impress upon the players they should be trying to find a way out. Whatever the result, remaining in the mansion is not be a good one.

Steal an Angel Mask. The *angel mask* is stolen and placed. While Glasya distracts everyone, the characters's patron gives a nod of the head as they escape out. While Asmodeus looks at the crowd, Glasya notices the mask is missing from its previous location. Her rage is palpable.

Before that anger is turned upon them, the characters should find a way to leave.

Poisoning the Diplomat. With the diplomat absent during Asmodeus's arrival, Glasya takes it as a personal slight and demands someone finds Abys'mhal. It isn't long before both she and her father are annoyed with having to wait.



The characters should try to find a way to slip out unnoticed. If Glasya discovers a diplomat has been murdered at the Meltdown Masquerade, she puts the mansion on lockdown.

Aftermath

There are a variety of negative consequences for lingering after the arrival of Asmodeus, depending on the heist and its associated complications. The longer they stay, the higher the likelihood that they are discovered and captured.

If the party figures out Asmodeus and Levistus were behind this theatre all along, they are rewarded by Asmodeus for being the only creatures to have figured it out, when not even his archdukes could piece things together. This takes the form of a spell scroll of wish and a blessing from Asmodeus: a 5th-level or lower warlock spell, up to 3 times. Spell save DC 16, +8 to hit with spell attacks.

The Angel Mask

The *angel mask* given to Glasya by Fierna is a unique version of that magic item (see appendix A). In addition to all the effects found there, the angel within is capable of telepathy.

It can show any creature touching the mask, the meeting it had with an ambassador from Levistus, and how he sent the angel back to Mount Celestia with an offer in the guise of redemption. However, the angel is no fool. She is very skeptical that the Lord of the Fourth wants anything to do with celestials or their cause.

Beyond all other things, the angel simply wants to be freed. If the adventurers free the angel, the party can call upon the angel's assistance in the form a 5th-level or lower cleric spell (spell save DC 16, +8 to hit with spell attacks), up to three times. Also word of the adventurers' exploits are reach Mount Celestia.

Complications

If the heist is going too smoothly, you can make it interesting by introducing an additional complication. Roll a d10 and consult the table below.

d10 Complication

1	Hell Hound Pup
2	Mistaken Identity
3	An Unexpected Guest
4	Switched Food
5	Infernal Toast
6	A Strange Announcement
7	Fraternal Feuds
8	It's Getting Hot in Here
9	Haunters
10	Blood Pudding Infestation

Hell Hound Pup

An unruly hell hound puppy belonging to Glasya is accidentally released into the ballroom. The puppy's name is Orthrus.

A hell hound, but much younger than you've ever seen, bounds through the room. It causes a ruckus, but just as each guest goes to stop the beast they instead hold back. The tags on its collar show you why: "Orthrus is the best bad boy, and anyone who stops him will be slain by my hand. This is his house, not yours. -G".

The puppy is prone to:

- Eating things it shouldn't.
- Barking at non-devils.
- Peeing on things.
- Taking ball-shaped objects—such as precious orbs that the party might need—and running off excitedly

Characters capable of handling animals can safely do so. Working with Orthrus requires 5 successful **DC 15 Wisdom (Animal Handling) checks**. Should the character fail 3 times or more, the pup becomes disinterested and runs away.

Mistaken Identity

One of the high-profile attendees has their back to one of the adventurers and begins asking questions related to their Desires as though the characters were working on something for them.

Upon seeing their mistake, they quickly leave the room.

An Unexpected Guest

A murmur washes over the crowd as an archduke arrives. The Caller begins a long and drawn out listing of their titles as the proxy of this duke stands by their side proudly.

Switched Food

A kobold arrives at the side of one of the adventurers, bringing them food which was never ordered by them. The kobold insists that this was ordered on their behalf and should they not eat it, Glasya will be personally offended.

The plate is full of disgusting and still-moving foods that no right-minded individual would consume. If the character consumes the food, they must make a **DC 20 Constitution saving throw** or become poisoned until they finish a long rest.

Infernal Toast

One of the high-profile attendees raises a glass and begins to tap it with a taloned finger. Everything goes quiet, and a toast is made in honor of Glasya.

The characters must succeed on a group **DC 14 Charisma (Performance) check** or be accused of not clapping. Glasya confronts the group, either angry at their impolite nature or elated that someone isn't just another toady.

Strange Announcement

All over the mansion, a strange voice can be heard. They call out three numbers, then a letter, followed by another number. Like clockwork, it seems everyone except the adventurers understand what this message means as they begin shuffling to and from rooms.

All NPCs leave the current room and some new ones cycle into the room.

Fraternal Feuds

Two of the guests begin brawling. Before Glasya arrives, the adventurers can suggest a duel. If not, Glasya appears and ejects both from the party.

It's Getting Hot In Here

The temperature of the ballroom rises, without any apparent cause. This makes the Levistus sculpture melt faster than before. The cause is a trickster in another room. Glasya rewards a soul coin to anyone who can find the cause and stop it. Afterall, what good are friends if you don't use them to kill your enemies?

Haunters

Malagard the hag may be long dead, but her nightmares still linger. The haunters are shadows that distort reality and fade the borders between the realms. They appear to be driven by cosmic forces rather than on their own accord, as any attempt at communication was never met with a response.

The haunters start haunting the guests in a room in an attempt to make contact with a creature's mind. Every creature in the room must make a **DC 16 Wisdom saving throw** or become delusional for 1 hour. Roll 1d6 to determine the type of delusion.

d6 Delusion

- 1 I see doors that aren't there, and walls where there should be doors. There is a 50 percent chance you can't walk through a door in a turn.
- 2 Each room and hallway seems to be upside down, twisted, or rotated. You have disadvantage on all Dexterity ability checks.
- 3 I am walking through invisible sludge and I have trouble moving.
Your movement speed is halved.
- 4 I see hidden traps everywhere, and it seems that every move I make will kill me. There is a 50 percent chance you become stunned until the start of your next turn. If you are forcibly moved while stunned, you take 1d10 psychic damage.
- 5 Every creature I see seems to carry an infestation. Alien tentacles and glowing bulbs grow out of their skin.
For each creature within 5 feet, make a **DC 16 Wisdom saving throw**. On a fail, you become frightened of this creature for 1 turn and must spend your movement trying to run away. If you end your turn within 5 feet of a creature you are frightened of, you take 1d10 psychic damage.
- 6 The passage of time appears to be wrong. It feels like I have been here for at least a century, and I have seen all of this happening before. Am I trapped in a time loop?

Whatever your next step is going to be you think you know the outcome. On each decision you make, at the DM's discretion, roll 1d4. You have the following premonitions. 1: this leads to my death. 2: this leads to a friend's death. 3: this leads to the enemy's victory. 4: this leads to the party dying.

Blood Pudding Infestation.

Some of the blood pudding in the kitchen storage that was harvested from the layer's fertile flesh grounds contains a disease. The pudding has developed a carnivorous appetite and starts rapidly growing into the hollow bones that make up the palace walls. At various locations, the pudding erupts out of the wall and lashes out a 15-foot-long vein to sting a victim and suck out their blood. In each room a creature enters, there is a 10 percent chance a blood pudding vein bursts through the wall. That creature must make a **DC 14 Dexterity saving throw**. On a failure, the creature takes 4d6 + 8 piercing damage and is stunned until the end of their next turn. On a success, the creature takes half damage and is not stunned.

The vein then retreats and everyone within 5 feet of the target may make an opportunity attack against the blood pudding. The veins have AC 16 and 1 hit point. After 1d10 + 5 veins are defeated, the infestation is over.





ACCORDING TO PLAN



"Hell is a door which is locked from the inside."

- C.S. Lewis

The city of Baldur's Gate has seen its share of heroes and villains, triumphs and failures, and events worthy of historical commemoration. For every grandiose event in a city such as this, there are countless remarkable stories that go largely unnoticed. Even seemingly irrelevant events can have a larger impact on the city and world around it. One deal has the potential to cause irrevocable harm, and it might take a group of brave adventures to plunge into the depths of the Nine Hells to prevent the disastrous consequences.

According To Plan is a D&D adventure designed for four to six 14th-level characters.

Background

Fall From Grace

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A gnomish engineer by the name of Geran Bronzemaker has known the heights of success. His inventions made him the most well-known and wealthy engineer in Baldur's Gate. Many of his inventions were put into widespread use. Unfortunately, he lost it all when one of his contraptions, a steam-powered clockwork street cleaner, malfunctioned in catastrophic fashion, killing an innocent bystander enjoying his leisurely

You can use any of the following perpetrators as suits your campaign. The only important fact is that whoever did it, isn't regarded well such as The Zhentarim, the Cult of the Dragon, or The Flaming Fist.

morning stroll. Geran narrowly avoided a prison sentence, but he was financially and professionally ruined.

Mysterious Stranger

Such unfortunate circumstances are ripe for opportunistic individuals. On the verge of selling his remaining possessions and moving out of the city forever, Geran was approached by a mysterious figure. He offered a chance at redemption - a restoration of his wealth and reputation as an inspirational inventor. This figure offered Geran an amount of gold substantial enough to rebuild his business. In addition, he would produce evidence that Geran was not to blame for the unfortunate accident. In return, Geran would design blueprints to enhance a machine of massive destruction. Without many options, Geran eagerly signed the contract sealing the nefarious deal.

Evil Intentions

The negotiator turned out to be Zamutet the Clever, a devil in service to Baalzebul, Lord of Maladomini, the Seventh Circle of Hell. He sought blueprints to upgrade the dreaded Hellfire Engine, a deadly monstrosity created for sheer destruction. These machines play a key role in the ongoing war between the devils of Hell, and the demons of the Abyss. He hoped the enhancements designed by Geran would make these machines even more formidable.

With his chance at redemption in sight, Geran threw himself into the work and came

up with devious and deadly improvements to the already dangerous machines. Before long, he handed the completed plans over to Zamutet, satisfying his side of the bargain. Within hours, news spread that the deadly street cleaner accident was sabotaged by the nefarious Flaming Fist. Geran's reputation was restored, and his professional success and wealth soon followed.

Change of Heart

Geran felt a sense of guilt for using this devious back channel for clearing his name and restoring his former glory. As the days passed, his guilt deepened to the point that he could bear it no longer. He decided to seek out a trusted cleric and confess his grave mistake. Father Benson was shocked at what he heard, but hid his surprise from Geran. Benson told Geran about the delicate balance between devils and demons. Father Benson stressed that outside interference could potentially tip the scales in favor of either side and spell doom for all of Faerun. Benson encouraged Geran to find a way to undo his mistake and offered whatever guidance and support he could.

Plan Gone Awry

Convinced he must find a way to recover the plans from Maladomini, Geran used some discreet contacts to find the right person for the job. An elf rogue named Jasp assured Geran that he had been to the Seventh Circle of Hell, knew where to find the blueprints, and could return safely. Geran offered him a substantial sum of gold and generous deal on any future services for the job. Jasp was expected to be back with the plans within three days. He was now a week late. Worried that Jasp has failed, Geran is now looking to hire a team of brave and seasoned adventures capable of pulling off the heist.

Adventure Summary

According To Plan is an adventure that sends characters into Maladomini, the Seventh Circle of Hell, in search of a lost adventurer and Geran's valuable blueprints.

It begins when a successful engineer approaches the party for help. The engineer hires the group of adventurers to perform the same task the rogue failed to complete.

The party heads to the Nine Hells in search of the missing rogue and the vital blueprints. They look for clues and follow any traces they come across in their hunt for the rogue and the blueprints.

When the trail leads to a jail in the main city of Maladomini, the group must devise a plan to get past guards, free the rogue, and recover the blueprints, which were confiscated upon his incarceration.

The climax of the adventure is a race to escape as alarms blare and deadly pursuers chase the intruders. The party must fight or flee pursuing enemies and escape from Hell.

Adventure Hooks

Geran is desperate for assistance, and can discover the party in several ways. Below are a few suggestions for connecting the characters to this adventure.

A Friend In Need

The party is familiar with Geran either directly or through a trusted mutual acquaintance. Geran confides in the party the dangerous task ahead. Characters who have a background based in Baldur's Gate, who may have some familiarity with clockwork or engineered machinery, or have an association with the Harpers are introduced to the distressed engineer and encouraged to help him.

Thick As Thieves

If the party contains a rogue or someone with a connection to a less-reputable organization, the character receives a letter

from a higher-ranking member. It states that Jasp has missed his most recent check-in, and they fear something has gone wrong. While they don't know the details, they do know he recently accepted a dangerous job for a successful engineer in Baldur's Gate.

Hellish Hooks

There is an opportunity to link this adventure to other adventures within this book, connecting the heists from other layers to this one. One possibility is having an archduke or their representatives retrieving a document from the Jail.

Meeting Geran

Once the connection between Geran and the party is established, the engineer invites the group to come by his shop one night after closing. Geran's Gadgets is located in Upper City, in the district known as the Wide. When the party arrives, Geran opens the door, quickly greets them, looks up and down the street to see if anybody is watching, and rushes them inside.

Outward Appearance

Geran Bronzemaker is a gnome with thinning brown hair and an infectious energy. He speaks and moves about the room quickly, in seeming contradiction to the slow and meticulous work required to build his devices. He wears a dirty, brown leather apron with several pockets containing a wide variety of tools and spare parts.

Geran's Workshop

The workshop is an interesting mix of order and chaos. The grinding of gears and the whistling of pistons punctuate an otherwise silent building. The faint smell of grease and something burning can be detected. Gizmos and contraptions of all shapes and sizes sit on shelves lining the walls, while larger machinery idles below.

Geran escorts the party through a door behind the main counter into a back

When retelling Geran's story, you do not need to read it word for word. Depending on your style, you could read off a bullet list or summary, but it may be more fun if you try to act out Geran's mannerisms and emotions as you tell it from his perspective. Either way, make sure all the relevant information is given to the characters.

room. Several chairs surround a long oval table. Some small, crab-like clockwork creations scurry about the table preparing an assortment of cheese and wine. The engineer invites the characters to help themselves to the refreshments and asks that they take a seat once they are ready to begin discussing his situation.

A Deal With The Devil

Once the group has settled in, Geran takes a pipe from one of the pockets in his apron, lights it, and takes a deep puff. He puckers his lips as he exhales, causing the smoke to form a perfectly square shape as it rises towards the ceiling and dissipates.

Geran then sits at the head of the table and begins to explain his story as briefly as possible and without deception. He gets to the point quickly and bluntly- he needs the group to visit Hell and retrieve something for him.

Father Benson

Geran encourages the party to meet with Father Benson. Benson is happy to meet the group at his temple, at Geran's shop, or at a nearby tavern, whatever is most convenient for the group. Father Benson should clearly express the urgency he feels in recovering the plans and the consequences that could befall the planes should the mission fail.

Outward Appearance

Father Benson (CG male human **priest** of Oghma) has dark, sun-weathered skin and thinning gray hair. He speaks with a slight accent distinct to the island of Chult. While his responsibilities to the temple often mean he travels from city to city, Benson and Geran have established a relationship.

Knowledge of Hell

The conversation between the adventurers and Father Benson lays the foundation for what they can expect when they get to Hell, and provides some guidance for navigation and survival. He describes Maladomini, the Seventh layer of Hell, where the ruler Baalzebul strives for perfection. This has led to a strange dichotomy within the Seventh Circle. Ornate buildings are abandoned during construction as the workers are commanded to move on to a new, more ambitious project. What remains are sprawling territories of deserted architecture interspersed by stagnant rivers, decaying bridges, and masses of filth.

Father Benson continues to explain what he's learned about Hell through his studies. Though the Seventh Circle rarely gets intruders, guard patrols and groups of workers keep an eye out for unwelcome visitors. The group will have to be vigilant to avoid these patrols. There will be moments

Allies

Father Benson is a member of the Harpers, and often travels between cities along the Sword Coast, delivering messages and collecting information. He provides additional support to parties that include members of his faction. Father Benson admits to fellow Harpers that he has been to Hell before, and answers questions about what to expect. He also provides the group with two *potions of superior healing*.

when the party has to choose between a stealthy approach or a violent elimination of potential witnesses. “Choose wisely or die,” he tells the characters.

Retrieval Mission, Take Two

Geran and Father Benson both describe the first attempt to reverse the engineer’s deal. Jasp claimed to have experience in Maladomini, but his return from Hell is overdue. He is surely either captured or dead. While it is unknown whether Jasp recovered the blueprints before disappearing, Geran and Benson suggest finding the thief first. Clues regarding his whereabouts should inform their next actions. Benson suggests that they begin their search in Malagard, the city Baalzebul is most recently fixated upon.

Baalzebul stores important documents in the archives of Maladomini, where they are then reproduced for broad distribution. . The hope is that the blueprints can be recovered from the archives before they’re copied, preventing the widespread construction of these improved devices of terror.

Highway To Hell

While getting to the Seventh Circle of Hell could appear like a challenge in itself, Father Benson and Geran have the resources to make this a fairly trivial part of the adventure. Please refer to the **Go To Hell** section of the **Introduction** for more information on planar travel to the Nine Hells.

The group can choose to move at fast, normal, or slow speed toward the city. Moving at a fast pace gets them there in four hours, though they have disadvantage on any Wisdom (Perception) skill checks and must make a successful **DC 12 Constitution saving throw** or suffer one level of exhaustion. Moving at a normal pace allows the group to arrive within six hours. It takes eight hours for the party to reach the city while moving as a slow pace, but they have advantage on any Dexterity (Stealth) or Wisdom (Perception) skill checks.

Prepare For Hell

With their mission explained and their means of getting to Maladomini arranged, the group should prepare themselves for the journey. As one might expect, the environment itself is a harsh one, and the characters should supply themselves accordingly.

Arriving In Hell

The party arrives in Maladomini a safe distance from the patrols around their target destination, the city of Malagard.

Environment

A black sky filled with toxic air hangs above a landscape strewn with decaying cities. The rocky, desolate areas between cities is dotted with abandoned mines and ichor filled rivers.

Planar Effects: Magic

Maladomini is protected by magic that generally prevents planar travel directly to this layer of Hell. (Although the party may have managed to bypass that by extraordinary means.) This effect within Maladomini may be used by the DM to



negate troublesome spells that could make the challenges trivial to the characters. At your discretion, a problematic spell such as *scrying*, *teleport*, or *gate* may result in nothing more than a puff of smoke.

Traveling to Malagard

Malagard is visible in the distance, surrounded by flying devils. The city is approximately four miles from where the characters arrived.

Avoiding Detection And Corruption

While traveling towards the city and within its walls, the group has a chance of being spotted by guards, workers, or other beings that reside within Maladomini. For every hour spent in Hell, roll a 1d10 on the random encounter table. The DM can decide if characters have a chance to resolve the encounter through stealth or other means.

Maladomini Encounters

d10 Encounter

- 1 No encounter.
- 2 A burst of lava erupts from the ground. Players must succeed on a **DC 15 Dexterity saving throw** or suffer 19 (3d8 + 6) fire damage.
- 3 A group of 7 (1d8 + 3) **lemures** slither along the ground in despair.
- 4 A swarm of disease-carrying flies descends on the party and bites them. Players must succeed on a **DC 12 Constitution saving throw** or become poisoned by the insect bites.
- 6 A **bone devil** slavemaster and 4 (1d6 + 1) humanoid slaves (commoners) are toiling away, carving out a tunnel from a large volcanic rock.
- 7 A pack of 22 (4d10) **nupperibos** (appendix B) shuffle about, their bloated bodies and accompanying vermin looking to satisfy their unquenchable hunger.
- 8 A puddle of ichor turns into 5 (2d4) **black puddings** that attempt to latch onto the nearest party member.
- 9 A piece of neglected architecture breaks off from a nearby abandoned building. Each character must succeed on a **DC 14 Dexterity saving throw** or suffer 21 (3d10 + 5) bludgeoning damage.
- 10 5 (1d6 + 2) **imps** are running errands. (See the “Looking For Clues” section for details).

Planar Effects: Corruption

Within Maladomini, the massive amounts of filth and decay result in a tangible feeling of dread and despair. This feeling becomes more and more noticeable as time goes by. After finishing a short or long rest within Maladomini, characters must succeed on a **DC 10 Charisma saving throw** or become corrupted. See the Layer Corruption table for corruption effects and reference the **Corruption In Hell** section of the **Introduction** chapter for more details on this mechanic.

d6 Corruption Effect

- 1 You experience vivid nightmares while trying to rest. A short rest has no effect. A long rest only conveys the benefits of a short rest.
- 2 Your deepest and darkest violent urges become impossible to suppress. When a hostile creature comes within range, you must make a successful **DC 15 Charisma saving throw** or instantly attack it. During combat, at the start of each of your turns, you must make a **DC 12 Charisma saving throw**. On a failure, you attack the creature closest to you, regardless of whether they are friendly or hostile.
- 3 The despair of Hell penetrates you to your core, leading to an unshakeable lethargy when trying to perform physical activities. Any Strength or Dexterity based skill checks or saving throws are rolled at disadvantage.
- 4 Black ichor infects your bloodstream. When you take physical damage - bludgeoning, piercing, or slashing - your wound oozes with foul, black liquid, resulting in an additional 5 (1d6 + 2) necrotic damage.
- 5 The sprawling, ruined architecture of Maladomini affects your navigation. For every hour spent traveling, you must succeed on a **DC 12 Wisdom saving throw**. On a failure, you are lost and must roll on the Maladomini Encounters table above.
- 6 You gain the flaw: You attempt to convince any living creature you come across - including your fellow party members - to enter into a contract with you that it seemingly beneficial to both parties, but instead favors you. The nature of these contracts is at your own discretion, but could involve payment, ownership of items or property, agreements for services to be performed at a later time, or roles during combat.

Looking For Clues

Once the group has reached the city, their next objective is to find information about the thief. The residents of Malagard are not exactly approachable, particularly to outsiders, so the party may have to be a bit creative to discover these clues. Fortunately for them, a group of three imps is transporting some information that would be useful to the characters, and the imps aren't being very secretive about it. It is at the Dungeon Master's discretion when the group crosses paths with this key encounter. This meeting could occur as a random encounter, after 3-4 random encounters, or at a time when the DM feels that the group has explored the city thoroughly enough to warrant triggering the next part of the adventure.

The Three Imps

When the characters cross paths with this imp group, read or paraphrase the following:

You hear some muttering coming from an alleyway to your left. You're able to step out of sight as a group of three imps walk by. They are complaining amongst themselves about having to travel all the way to the other side of the city. They are speaking broken common, so it's hard to make out everything they are talking about, but you do hear them mention the words "elf," "intruder," and "jail." One of the imps carries a tall stack of papers, another a ring with several keys on it, and the third a small crate on his back.

Clues About Jasp

Obtaining any of these items helps the characters locate Jasp, who is being held in a prison near the Palace of Filth. The crate contains a compass for traveling between planes, which was in the thief's possession. The stack of paperwork includes a document describing the manner of Jasp's capture, as well as his crimes, current whereabouts, and



sentencing. The key ring includes several keys that unlock doors around Malagard, including doors found within the jail where Jasp is being held.

It should be made fairly clear to the party that this is the break they've been waiting for. If the party follows the imps, they continue on their way, occasionally turning from one street to another. They continue to complain about how far they have to walk, implying they won't be entering a building any time soon.

Dealing With the Imps

How the group obtains the items is up to them. The imps don't attack on sight, but are extremely skeptical about characters who try and convince them to hand over the items. Any skill checks using **Charisma (Deception or Persuasion)** are at disadvantage. While **Charisma (Intimidation)** checks do not suffer from disadvantage, the imps are less likely to be intimidated because they know help is always nearby. A successful **DC 18 Charisma (Intimidation) check** is required to threaten the imps into compliance.

Should combat erupt, the imps holding the crate and papers drop their items, but the one holding the key ring does not. When two imps fall in combat, the third attempts to flee. At the end of each round of combat, roll a d10. On a 1, a nearby group is alerted by the noise and comes to investigate. If this

happens, roll on the Maladomini Encounters table to determine the additional creatures. If the chosen encounter is an environmental effect rather than a group of creatures, the DM can use their discretion on how that impacts this battle.

Obtaining the Clues

Regardless of the approach the party takes, they should be in possession of one or more of the items being carried by the imps at the end of the encounter. If they somehow fail to do that, the DM should gently guide them back in that direction, either with the wind-blown paper as previously described or another attention drawing detail, such as something within the crate humming loudly.

Each of the items can be used to reveal the location of Jasp:

Compass. Inside the crate is a metal compass looking device that is clearly of magical powers. A detect magic spell reveals its purpose as a compass of plane shifting (see appendix A). Crystals around the edges of the device light up and pulse. One points to the person it is attuned to, the other points to the location it is bound to.

Documents. The stack of paperwork is made up of a wide variety of bureaucratic documents. Several forms within the stack contain information about creatures recently imprisoned, including a report of Jasp's imprisonment:

- Name: Jasp
- Race: Elf
- Crime: Larceny
- Report: Was caught attempting to leave the archives after breaking in. The perpetrator triggered an alarm on his way out and was overpowered by guards responding to the alarm. He was found in possession of classified blueprints. Confiscated perpetrator's equipment and placed contraband in storage for further examination. The blueprints will be returned to the archive with the regularly scheduled delivery. He has been sentenced to execution for his crimes within the tenday.
- Location: Sipiel Prison, on the outskirts of the Palace of Filth. Cell B4.

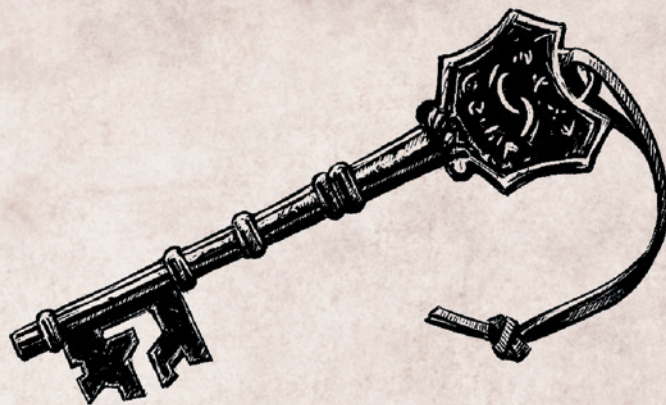
Key Ring. The ring contains several keys that can unlock doors throughout the city. For each locked door encountered, there is an 80% chance (result of 3 through 10 on a 1d10 roll) that a key to unlock it is found on the key ring.

If All Else Fails...

If the characters ignore the imps and let them continue on their way, read or paraphrase the following:

As the imps continue on their way down the street, a gust of toxic wind blows a piece of paper from the stack one of them is carrying. None of the imps seem to have noticed. The paper floats towards you and lands on the ground at your feet.

Jailor's Note. Examining the piece of paper reveals it to be a high-level list of recently incarcerated prisoners. Among the



lengthy account of creatures of all types, the name they are looking for appears: Jasp, elf, arrested for larceny. No other details are provided, but this should encourage the group to see what additional information may be contained within the imp's documents.

Jailbreak!

With the whereabouts of Jasp discovered, it's now up to the party rescue the elf and use what he knows to complete the mission. The denizens of Hell are hostile to outsiders, which somewhat limits the scenarios available to the party.

Devising A Plan

By now, the group should know that Jasp was captured and is being held in Sipiel Prison on the outskirts of the Palace of Filth. Next, the party needs to figure out how they are going to rescue him. While this should largely be up to the players and characters, there are several possibilities for a successful jailbreak.

Finding the prison within Malagard is not difficult. If the characters obtained the compass from the imps, a successful **DC 13 Intelligence (Arcana) check** reveals that the illuminated gems are pointing towards

him. A green gem on the rim of the compass always points to Jasp's location. The group can use this to locate him.

A successful **DC 12 Wisdom (Survival) check** allows a character to deduce the location of the Palace of Filth based on city architecture and the traffic patterns of its inhabitants. A failed check results in a roll on the Maladomini Encounters table. Traveling to the Palace of Filth and locating the nearby prison should follow the same mechanics as outlined earlier in "Avoiding Detection and Corruption."

The Prison

Scoping out the prison from a distance reveals there are three ways into the building: the main entrance, an entrance used to bring prisoners in, and a service entrance. This information can be useful in developing a plan.

Direct Approach. Sometimes the most effective approach is the most direct one. An assault on the prison is risky, but may catch the guards by surprise. However, this approach is dangerous because alarms sound and reinforcements arrive. The characters should know what to expect from the beginning and are relying on their combat skills for success.

Stealthy Approach. Trying to sneak into and around the prison is another option. The guards follow regular patrols and schedules, so it is possible to avoid attention from the most dangerous opposition by sticking to the shadows. Sneaking around the prison requires a successful **DC 16 Dexterity (Stealth) check** to avoid detection, though this DC can be adjusted up or down by the DM based on the situation. Variables such as lighting, previous encounters with guards (causing them to be on alert), or manufactured distractions can adjust the difficulty of the skill checks.

Deception. Using deception to fool or outwit the prison staff to gain access to Jasp is an option. A credible story and proper manipulation allows the party to walk around freely. The DM should judge the difficulty of these checks. While the workers at the prison are skeptical of outsiders, they are also quite subservient to those who outrank them.

The Daring Rescue

Once the plan is ready, it's time to take action. The map notes key areas and encounters within the prison as the group explores.

Unless otherwise noted, any doors found within the prison are locked. If the party recovered the key ring from the imps, there is an 80% chance (result of 3 through 10 on a 1d10 roll) one of the keys unlocks any door they try it on. Picking any locks within the prison requires a successful **DC 15 Dexterity (thieves' tools) check**.

1. Main Entrance

The main entrance to the prison does not get a lot of traffic, as most of the creatures imprisoned here are taken through a back entrance and seldom get visitors. This entrance is generally used for conducting official business between prison staff and outside contractors. The door is unlocked and anybody can freely enter. Opening the door results in a loud creaking noise that notifies creatures in the reception desk (Area 2) that someone has entered.

2. Reception Desk

The reception desk in the entry area is enclosed within a cage of rusty bars. A metal desk rests against the bars within the cage. Behind the desk sits an imp flipping through a stack of papers. It looks up at any creature that enters through the main door, and then quickly goes back to work. Upon being approached or addressed, the imp looks up

Prison Map



and listens to anything the party says to it. Its job is essentially answering questions for visitors and conducting business with external parties. There are absolutely no visits allowed with the prisoners, and the imp is happy to hand a large dusty booklet of prison regulations to anyone who questions this rule.

A small red button is located on the underside of the desk, about 5 feet from the bars, though it's not visible to those standing on the other side of the bars. When the imp presses the button, it unlocks and opens the door leading to Area 4.

3. Waiting Room

A few mismatched chairs, stools, and tables in various states of disrepair are scattered around the waiting room area. Somehow it is even hotter in here than outside. Swarms of flies buzz around. For those waiting for an answer from the reception area or just passing time, this is about as uncomfortable a waiting room as possible.

4. Detention Block Entry

This solid steel door is locked at all times. Its lock is controlled by a button under the reception desk in Area 2. However, there is also a visible keyhole that can be used to unlock the door should the button malfunction or become inaccessible.

5. Office

This room separates the reception desk from the guard barracks. There are some scattered tables and chairs and two imps filing some paperwork.

6. Guard Barracks

This is where the guards rest and pass time when they are not on active duty. Currently there are five **barbed devils** here. Two of them are playing tug-of-war with a shrieking duergar prisoner while the others watch. Each barbed devil pulls on an arm until, with a grotesque snapping and tearing

sound, the duergar rips in half. One of the devils holds up his half of the mangled corpse, showing that its gotten the larger half and screeches in victory.

7. Holding Cells

These cells are designed to hold prisoners who have recently been brought to the jail. The prisoners wait here for 11 (2d8 + 2) hours while they are processed. After they have been processed, a new prisoner is escorted to their assigned cell by two **barbed devil** guards. If the characters investigate this area, roll a d10. On a result of 1 or 2, 2 (1d4) prisoners (**berserkers**) are being held here.

8. Prisoner Entrance

This entrance is used for prisoners to be brought into the jail. Its close proximity to the holding cells allows the jailers to quickly and discreetly toss suspects behind bars without alerting the entire prison.

9A, 9B, 9C. Cell Block Entrances

Each of the entrances to cell blocks A, B, and C are closed off by a locked steel door. A long stone hallway runs the length of the blocks with cells on either side. These cell block areas are similar to one another, with the odd numbered cells on the left side of the hallway and the even numbered cells on the right side.

10. Cell Block Guard Station

Guard stations are set up at the entrance of each cell block. At any given time, these stations are occupied by 2 (1d4) **barbed devil** guards. These guards are responsible for securing the cell block.

11. Generic Cell

The cell blocks have locked prison cells on both sides of the hallway. These cells are of no relevance to the mission, but do contain assorted prisoners that have been captured by the devils and left to rot. As the party walks through these cell blocks, read or paraphrase the following:

An assortment of foul smells assault your senses as you make your way into the cell block. Dark, filthy cells line each side of the hallway. Low guttural noises and moans escape from the shadows. Some of the cells contain creatures of indeterminate origin, generally sprawled in the filth on the floor. None of them react to your presence.

At the DM's discretion, they may place a character or adventure hook here. For additional details on prisoners found in the cells, the DM may roll or choose from the table below.

d6 Prisoner

- 1 A thin and weary looking prisoner (**prisoner of Dis** from appendix B) is pacing back and forth within this cell. She does not notice creatures walking past her cell unless they explicitly call out to her or otherwise attempt to get her attention. The prisoner is in a panic and has been affected by the corruption of Hell.
- 2 The cell is filled with demonic shadows. Regardless of the light outside it, the cell is pitch black. A pair of wide, yellow eyes stares back at the party, though the nabassu's Soul-Stealing Gaze feature cannot pass through this barrier.
The **nabassu** (appendix B) is an infamous devil killer named Jekoz. While most devils are slain in the Blood War on Avernus, Jekoz prefers to pick devils off one by one before they ever make it to the front lines. A few archdevils have a bone to pick with the elusive Jekoz, but none has lost more to him than Zariel.
Jekoz likes to play with his food and doesn't mind conversation. He has eaten every muzzle the guards have strapped on him, and enjoys turning creatures against each other with his low, gravelly voice. Jekoz is simply biding his time until he is either freed or killed - only to respawn in the Abyss.

d6 Prisoner

- 3 An **imp** wearing a bloody apron sits in this cell muttering about not really meaning to eat that prisoner, he was just really hungry. This imp worked in the kitchen of the prison and is willing to help the heroes get around if they set him free.
- 4 A **gibbering mouther** babbles incoherently to itself from behind the bars of this cell. Any creature that stops in front of its cage becomes a target to its Gibbering and Blinding Spittle abilities. The mouther attempts to attack from its cell, and is constrained to it. The party can move out of range to avoid the attacks
- 5 A **marilith** notices the party walking by her cell and attempts to get their attention by calling out. The first speaks in abyssal, then attempts to communicate telepathically. She realizes the heroes to not belong here, and entices them to free her. In return, the marilith offers to free some of the other prisoners to insight a riot and spread chaos throughout the prison, providing cover for the party's mission. She is bound by *dimensional shackles* which prevent her from teleporting.
- 6 A humanoid skeleton leans against the far corner of this cell, bits of old clothing and rags clinging to its remains. A character that peers into the cell from a distance can succeed on a **DC 18 Wisdom (Perception) or Intelligence (Investigation) check** to notice a shiny item on one of the skeleton's bony fingers. The item is a *ring of x-ray vision*.

12. Jasp's Cell

Jasp is being held in cell #4 in cell block B. When the party approaches his cell, read or paraphrase the following:

This cell appears to contain a prisoner quite different from the other cells you've seen. A pale elf with black hair wearing tattered garments sits on the floor in the far corner. His green eyes stare straight ahead, appearing fixated on something that isn't there. He does not seem to notice your presence outside the bars to his cell.

Dazed and Confused

Jasp (appendix B) has been here long enough for the gloom and wretchedness of the situation to take its toll. He is unresponsive to any verbal attempts to communicate with him, unless he hears one of the following words—"Geran," "Father Benson," "blueprints," "plans," or "hellfire engine"—at which point he perks up and looks at the speaker. When that happens, read or paraphrase the following:

As you mention details of the mission, Jasp flinches. His previously vacant gaze suddenly turns and glares at you. "What do you know of such things?" His voice is cracked and dry. As his eyes focus, he notices your appearance and realizes you may not be among those who have captured and tormented him. "Who are you? Did they send you here?"



Evasion Persuasion

Jasp is somewhat skeptical and takes a bit of convincing before he cooperates. If the group is honest with Jasp and explains the details of who they are and why they are here, he quickly comes to and is eager to escape and complete his mission. If the group does not have a clear plan for escape or provides vague details about who they are or their purpose, he is less likely to trust them. If the group tries to lie to him, it requires a Charisma (Deception) check at disadvantage against his Wisdom (Insight) check. A successful DC 15 Charisma (Persuasion) check is required to convince Jasp to join them if the party tries to coax him without being totally honest. While Jasp wants to retrieve the blueprints and get out of Hell, he does not want to be recaptured during an attempted escape.

Capture Explained

Jasp explains that he made his way to the archives, eluded the guards, and found the blueprints. He was on his way out when he didn't notice a tripwire along his path. When he triggered it, alarms sounded. The guards descended on him, subdued him, and brought him here. His equipment and the blueprints were confiscated, though he suspects they are being stored within the jail. If the group can find the storage room, they can recover the blueprints before they are sent back to the archives for mass reproduction.

Breakout

The lock to Jasp's cell is like any other lock within the prison. The key ring from the imps has a chance to open it. Although Jasp does not have his thieves' tools with him at the

moment, he knows quite a bit about locks, and he assists anyone attempting to pick the lock, giving them advantage on the check.

13. Interrogation Room

Prisoners are often taken to this room to be questioned, tortured, and killed. When the players enter the room, read or paraphrase the following:

The echo of muffled screams is punctuated by the sound of a whip cracking. The floor is slick with blood and other unidentifiable bodily fluids. Torture devices - some you recognize and some you've never seen before, even in your most horrific nightmares - fill the room. In the middle of the room is a demonic looking creature strapped to a wooden table. You can't quite make out the type of demon, as parts of its body are torn away. A large devil with spiked bones protruding from its back and tail looms over the victim, a barbed whip in its hand. You expect it to ask a question of the prisoner before lashing it again, but it does not speak. The whip cracks down hard against raw flesh with a sickening splashing sound.

The **bone devil** (wielding a +2 whip) is torturing what is left of a **rutterkin** (appendix B). It's strictly for pleasure, as the bone devil does not expect to learn anything useful from the demon. If the party defeats the bone devil and attempts to assist the rutterkin, it is beyond hope of saving and soon succumbs to its wounds.

The rest of this area contains various torture instruments and some of the most recent victims, all of them deceased at this point.

14. Storage Room

Read or paraphrase the following:

This room is filled from wall to wall with rusty metal shelves, tables, and chains hanging from the ceiling. Sprawled among the furniture are rotten wooden crates, wrinkled yellow papers, rusty metal cabinets, and a wide assortment of various objects too large to fit into containers. This appears to be a storage room where confiscated items are kept. There does not seem to be an organization system. Stacks of papers sit on several desks, weapons and pieces of armor lie in piles in the corners, and smaller objects poke out from half-closed containers.

Recovered Belongings

When Jasp was captured, the items he had in his possession were brought here. If Jasp is with the party when they enter this room, he . He also spends time scanning the room looking for his equipment, and finds it while the characters look for the blueprints, all of which was separated and sorted with the other items in the room. If the party has not yet freed Jasp, they can come to the realization that the blueprints are here with a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check. It takes a successful DC 17 Intelligence (Investigation) check to find the blueprints. Each failed check means that time has passed, and there is a chance they are discovered. A roll of 12 or less has guards show up on their regular patrol. A group of three 1d4+1 **barbed devils** check the room on their patrol and may surprise the party.

The drawings of the hellfire engine and its weaponry are marked with precise instructions and measurements. The schematic and notations provide all the technical information needed to construct this machine. In the bottom right corner of

the page is Geran Bronzemaker's signature.

While the party is searching for the blueprints, there is a chance they find other noteworthy items among the inventory here. For each failed **Intelligence (Investigation) check** to find the blueprints, roll 1d20 and consult the table below to determine what was discovered. Each item can only be found once.

d20 Item Found

1	Nothing.
2	A dead raven.
3	An eyepatch embroidered with a whirlpool design.
4	A loincloth made of animal skin.
5	A silver earring.
6	A white silk scarf.
7	A large, sharp tooth of unknown origin.
8	A wooden lute with fine decorative carvings and broken strings.
9	A wineskin full of spoiled milk.
10	A severed hand crawling with maggots.
11	A voucher for a free stage coach ride.
12	A bright purple fur-lined cape.
13	<i>Periapt of wound closure</i>
14	<i>Winged boots</i>
15	<i>Mace of terror</i>
16	<i>Sword of life stealing</i>
17	<i>Dimensional shackles</i>
18	<i>Efrete bottle</i>
19	<i>loun stone of mastery</i>
20	<i>Cubic gate</i>

15. Hall Of Records

This room contains several filing cabinets along the walls and bookshelves lined up in the center of the room. Many of the books are covered with dust. The records contain information on prisoners, past and present. Several wanted posters are also found among the papers.

There isn't anything in this room to help the party complete their mission. However, a

successful **DC 16 Wisdom (Perception) or Intelligence (Investigation) check** allows them to discover a *tome of clear thought* among the books on the shelves.

16. Supply Room

The door to the supply room is not locked. The walls in this room are lined with shelves stocked with assorted boxes and jars of all shapes and sizes. Some of the jars seem to contain objects that move around in the thick, clear liquid. A collection of blood-stained knives, hooks, and cleavers hang from the walls. Some of the kitchen staff move between this room and the kitchen gathering supplies.

17. Kitchen

The door to the kitchen is not locked. The kitchen area is what one might expect in hell - blood covered floors, walls, and tables with the stench of fresh (and not so fresh) meat filling the air. Humanoid bodies of various shapes and sizes hang from the ceiling on meat hooks.

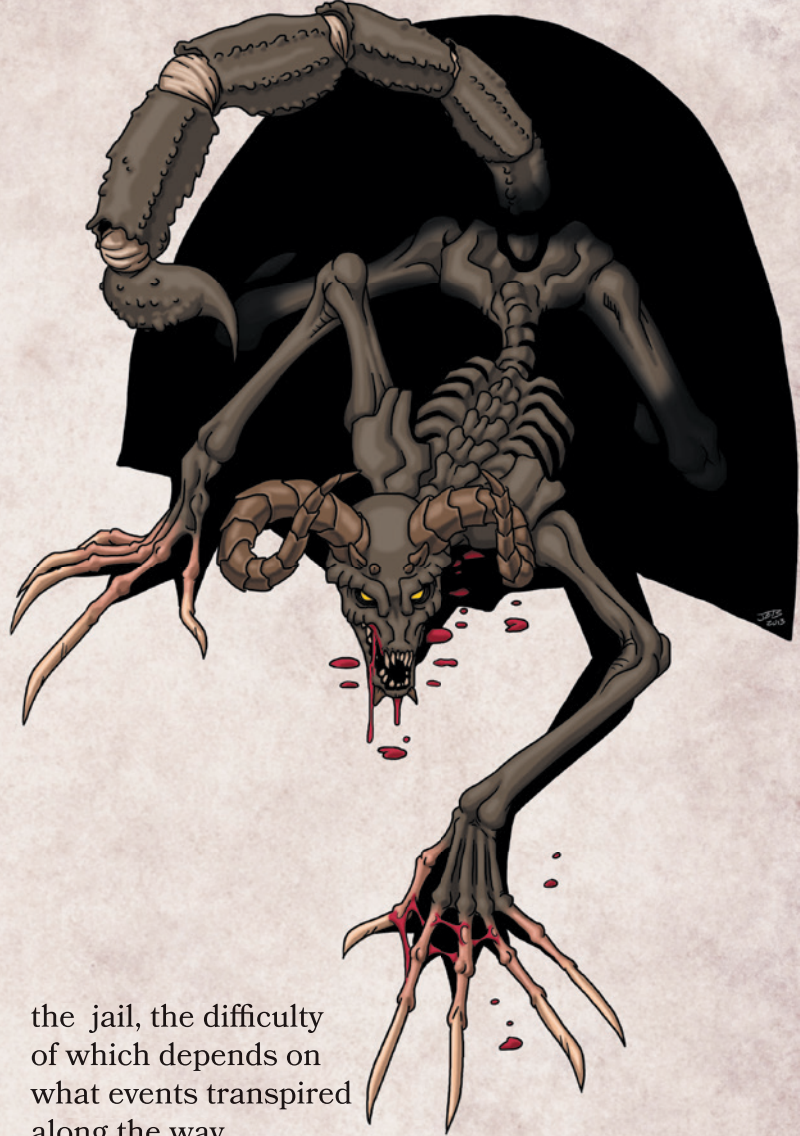
A variety of minor devils in blood-covered chef hats and aprons run around from station to station with butcher knives and chunks of meat from unknown origins. A **bone devil** named Grodon Ramshead is impatiently shouting orders at the workers. An **imp** at one counter is pushing what looks like a child's arm through a meat grinder as it turns the handle.

18. Service Entrance

This service entrance door connects the outside to the kitchen. It's generally used for deliveries of meat and for the kitchen staff to come and go. This door is always locked from both sides.

Locating The Blueprints And Getting Out

The blueprints (and Jasp's equipment) are located in the Storage Room. Once the party has recovered them, it's time to escape



the jail, the difficulty of which depends on what events transpired along the way.

Escaping Hell

With Jasp rescued and the blueprints discovered, the final part of the adventure is for the characters to find a way out of Hell. By now, the alarm has been sounded due to the jailbreak, and guards are in pursuit of the outsiders. The party must quickly and decisively plan their escape from Maladomini. There are two reliable options available for their escape, though others may become accessible.

The first option is utilizing whatever mechanism they used to get there in the first place. Assuming the plan prepared for a round trip, the details for their exit should match the specifics of how they arrived. Please see **Getting The Hell Out** section of the **Introduction** for more information about traveling to and from Hell.

The second possibility is leveraging the device Jasp used to get here, if it was recovered from the crate carried by the imps. If it was not physically recovered, it's possible Jasp has a scroll or other method of escaping among his belongings. In any case, if the group plans on using Jasp's escape technique, they must make their way to a specific location several miles outside Malagard.

Leaving The City

Alarms have sounded, and sentries sent in pursuit of the party. While the characters and Jasp have some familiarity with the city and its surrounding area, the residents have an advantage.

While the characters may be able to avoid contact for a short while by dipping down alleyways and dodging down streets, their ability to avoid detection is short-lived. Those in power are sending their best to track down the party. Before long, the group comes face to face with a devil who specializes in tracking down bounties, sent by the prison's warden. An **orthon bounty hunter** (appendix B) and four **merregons** (appendix B) step into the street in front of the fleeing characters. Read or summarize the following:

Infernal sirens howl in the distance as you make your way out of the city. Chaos erupts around you. Residents of the city run or fly in all directions, either seeking shelter or searching for the escaped prisoner. You manage to duck down an empty alley and make your way towards the city border. Just as you think you might get away, four menacing figures wearing metal masks and brandishing jagged bladed halberds step into your path. From behind them, a tall devil with large tusks steps into view. He glares at you and snarls before vanishing before your eyes. The masked soldiers charge towards you.

The orthon uses its Invisibility Field ability to begin combat, though it does not get an automatic surprise round since it made its presence known to the party. Defeating the orthon and the merregons opens a path for the group to escape from the city and head towards their final destination.

Race To The Exit

Once outside the Malagard city limits, the group continues towards their exit. During this scene, the sense of urgency and drama can be increased by adding flying pursuers to the chase. As the characters escape the city, read or summarize the following:

As you leave the suppressive stink and despair of Malagard behind you, the expansive, broken, and rotting hellscape of Maladomini appears before you. As you race towards your exit, you hear the distinct sound of large wings flapping overhead. You look up to see several winged devils picking up the chase. They're looking for you, and will do whatever necessary to prevent your escape.

The characters can attempt to use natural terrain and cover to get out of sight of their airborne stalkers. Given the beneficial viewpoint the flying devils have, any skill checks to avoid detection have disadvantage. A successful **DC 17 Dexterity (Stealth) check** is required to find a hiding spot and avoid detection. However, this check needs to be repeated for every half-mile covered toward their exit.

If the characters fail to avoid detection, a pair of horned devils descends on them soon. The **horned devils** begin their attack with their Hurl Flame ability, raining down fire from above before landing to fight the characters within melee range.

If the party falls to the horned devils, the survivors are hauled back to the prison,

where an uncertain fate awaits. If they defeat or evade their pursuers, they may continue toward the exit.

The Final Confrontation

While the mission may have been a success, unfortunately, the architects in Maladomini were able to create a prototype of the enhanced Hellfire Engine. That prototype will be put to the test, as it's been sent as a last attempt to subdue the intruders. Read or paraphrase the following:

You look around the landscape to understand your current position in relation to the exit. You come to the realization that your objective is just over a small incline about 100 feet ahead of you. As you race toward the incline, something becomes visible as it ascends from the other side. A huge machine made of metal, fire, and assorted mounted weapons rolls toward you with purpose. Jasp looks at it and says, "Uh oh. See that big sharp thing on the front? Looks like they got at least one of those things made before I snagged the blueprints. Do we make a run for it, or do we try and destroy it and hope they won't be able to make any more without the plans? Tough call"

This is an **enhanced hellfire engine** (see appendix B) as developed from the blueprints created by Geran. The exit point is within 200 feet, but the engine is between the party and their escape. The group make a choice - try and avoid being killed by the hellfire engine and escape from Hell, or try and destroy the deadly and dangerous machine. It is unlikely the group has rested since before they entered the prison, so their current condition may heavily influence their decision.

In either scenario, upon reaching the exit point, it takes 3 (1d4 + 1) rounds to activate the process for returning to the Material Plane. During the final escape, Jasp assists

with whichever plan the party goes with. Though he will not sacrifice himself for the mission, he does not abandon the group.

Destroying the enhanced hellfire engine allows the party to retrieve a magic item from its wreckage, a *hellfire harpoon* (see appendix A).

Conclusion

If the group survives and escapes with the plans, they return to Geran and Father Benson with word of their success. Jasp continues to accompany the party through Baldur's Gate, as he expects a portion of the reward as well.

Geran and Benson are elated that the plans were recovered and happy to see Jasp made it out alive. When the characters hand the blueprints over to them, Geran immediately tosses the plans into the fireplace and sighs with relief as he watches them burn to ashes.

Geran and Benson assume that the plans were recovered before any of the enhanced hellfire machines could be constructed, so it's up to the party whether or not they reveal that they encountered one of the machines and its fate. If they explain they encountered one of the machines, but escaped from it without destroying it, Father Benson expresses some concern that the devils can still build additional machines based on its initial construction.

Geran rewards the party for their success for the agreed upon amount. Jasp interjects that he deserves half of the reward money, since he did the hard part of actually locating and retrieving the plans.

If your players are interested in continuing this adventure, you might have Zamutet the Clever investigate the stolen plans or associated jailbreak. Alternatively, Father Benson may ask the group to return to hell to ensure the destruction of the enhanced hellfire engine if they party wasn't able to during this adventure.



6:66 TO MEPHISTAR



"If your train's on the wrong track, every station you come to is the wrong station."

- Bernard Malamud

All Aboard! *The Canian Hellfire Limited* is slated for a 6:66 to Mephistar, the capital city of the Eighth Hell. This fearsome locomotive carries a shipment of a destructive incendiary known as blackfire, and your informant wants a sample. Rumor has it this is the most potent batch yet, and it's headed right to the doorstep of Mephistopheles!

This adventure is designed for 4-6 characters of 17th-19th level with an average party level (APL) of 18. This adventure contains a train-based dungeon, which can be customized to challenge and/or interest

your players with a variety of freight cars. While this train is somewhat linear, there are a few opportunities to take a more dynamic approach by skipping or avoiding certain cars.

Some groups may decide to forgo certain parts of the adventure since they have access to exceptional resources or spells. This is to be expected and you should be prepared to improvise alternative routes that the characters may take.

Adventure Summary

The goal of the adventure is to extract a sample of a dangerous explosive known as blackfire from the *Canian Hellfire Limited*. The party must return this substance to the informant who extends the quest.

The adventure begins at a train station at the southern end of the Nargus glacier in Cania. Characters can gather intel at Nargus South Station, where they will then determine a method of boarding the locomotive.

After boarding the train, the characters must move throughout the cars you have chosen and secure the blackfire before it reaches its destination. Although the informant believes that the train is destined for the capital city of Mephistar, the *Canian* is actually intended to destroy a lorehouse outside of Kintyr. Once the party uncovers the Cold Lord's vengeful intentions, they have a difficult choice to make.

Cania, the Eighth Hell

Cania is a frigid wasteland with merciless temperatures and ruthless inhabitants. Glaciers clash together, forming mountains of dense snow and ice that tower over the frozen landscape. Entire armies and cities lay hidden beneath miles of hardened blue permafrost. Any natural fires are quickly extinguished, either by a blizzard or a patrol of ice devils looking for trespassers.

These colossal glaciers form the perfect home for insectoid ice devils (also known as gelugons). Beneath the thick, chitinous exoskeleton of an ice devil lies the cold, calculating mind of a strategist. Like their master Mephistopheles, gelugons are brilliant tacticians willing to let thousands of allied forces perish in pursuit of their goal - without breaking a sweat.

Mephistopheles

The Eighth Layer of the Nine Hells is ruled by the cunning Mephistopheles. Although sometimes referred to as the Cold Lord, Mephistopheles is an erudite manipulator who has spent eons perfecting the art of hellfire. Cania's wide expanses of empty glacial terrain are dotted with arcane lorehouses. In addition to storing a breadth of ancient, secret, and otherwise forbidden lore, these fortresses are the sites of the archdevil's constant infernal experimentation.

Ruling Cania is an arduous task. As Lord of the Eighth, Mephistopheles is the second most powerful being in all of the Nine Hells, and he must constantly defend his title from



subversion by other devils. In foiling the endeavors of lower-ranking conspirators, Mephistopheles acts as the informal gatekeeper to what he covets most: the throne of Asmodeus, the Lord of the Ninth.

Mephistopheles masks his paranoia and unbridled ambition behind a calm demeanor. Although his supporters can speak to his charm and respect, the Lord of No Mercy is feared for the unforgiving and malicious punishments he administers to those who dare to betray him.

Planar Effects

The deeper the layer, the stronger the influence. As the penultimate layer of the Nine Hells, Cania penetrates the hearts of good-natured mortals within minutes, turning them into cold, paranoid killers with a deep thirst for power.

Infernal Corruption

A non-evil visitor that finishes a short rest in Cania must make a **DC 10 Charisma saving throw**. On a failure, the creature becomes corrupted. Refer to the Infernal Corruption table to determine the effects of this corruption. You can substitute different corruption effects of your own creation.

After finishing a long rest, a corrupted creature can make a **DC 15 Charisma saving throw**. On a success, the corruption effect ends. A dispel evil and good spell, or any magic that removes a curse, also ends the effect.

If a corrupted creature doesn't leave the plane within 1d4+2 days, its alignment changes to lawful evil. Casting the *dispel evil and good* spell on the creature restores its original alignment.

Infernal Corruption

d10 Result

- | | |
|-----|--|
| 1-4 | Cold Shoulder. The character takes 18 (4d8) cold damage. |
| 5-7 | Thirst for Knowledge. The character develops an insatiable curiosity accompanied by pointed, unfeeling questions. |
| 8-9 | Ambition. The character becomes obsessed with their station. Every action is viewed through the lens of increasing their rank. |
| 10 | Paranoia. A wave of paranoia infects the character's thoughts. Lesser creatures are trying to take their hard-earned possessions, and those above them present a threat to their accomplishments. |

Adventure Background

The Canian Hellfire Limited

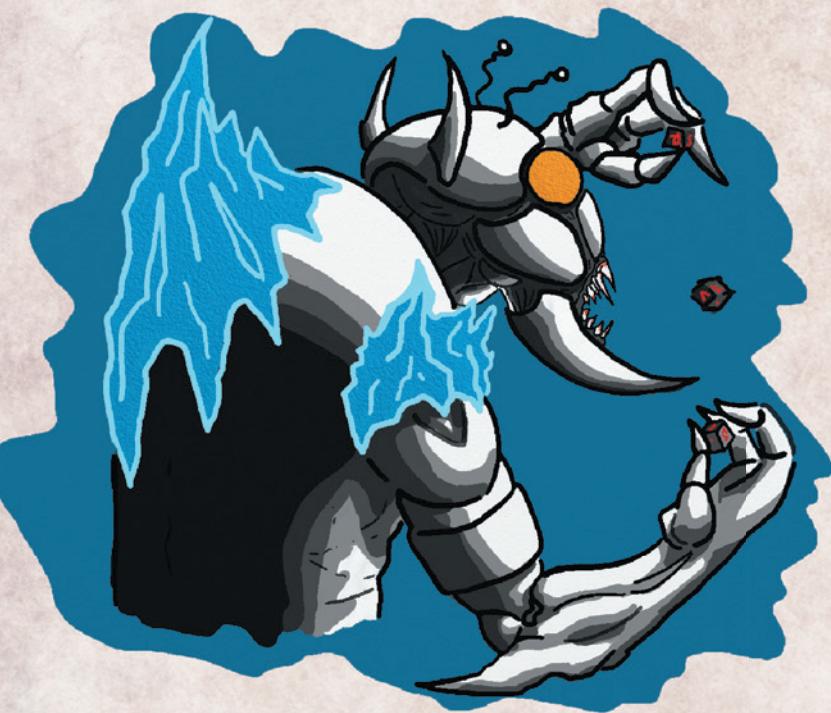
Despite the constant howling winds that permeate the Eighth Hell, one can hear the haunting advance of the *Canian Hellfire Limited* long before seeing its dense, red exhaust churning above the icy horizon. The train's whistle is both hollow and shrill, as if hundreds of lost souls are letting out one unified, blood-curdling scream every time the conductor pulls its chain.

The Canian is an impressive feat of infernal engineering that puts other war machines to shame. Its thick, jagged walls are constructed from Baatorian green steel, a metal native to the Nine Hells that is harvested deep in the mines of Maladomini. The steel has been purified with Mephistopheles's signature hellfire and painted with a crude, black glop containing gorgon's blood. The locomotive is impregnable by both sword and spell.

The *Canian Hellfire Limited* is the oldest of eight trains owned and operated by the Cold Lord. While the other seven locomotives are transplanar freight trains designed to transport shipments to the other layers of the Nine Hells (excluding Nessus), the *Canian* never leaves Mephistopheles's domain. Instead, the black locomotive mainly serves as an intermediary between the capital city, Mephistar, and the lorehouses located throughout the frigid expanse. That said, the *Canian* often includes freight cars meant for the other railways, which are unloaded at various stations along its route.

Precious Cargo: Blackfire

The Cold Lord has been working on highly dangerous new variant of hellfire known as blackfire. The wicked substance comes in the form of compressed, metallic cubes inscribed with infernal glyphs. To prevent them from rustling about, blackfire is suspended in thick gelatin or stored in sponge-lined canisters.



Baatorian Green Steel

Before Asmodeus was granted dominion over the Nine Hells, they were simply known as Baator. Since its creation, Baator is the only realm in which the ore necessary to forge green steel can be found. Devils refer to the black, lightweight ore as arjale.

Baatorian green steel is formed by alloying arjale with iron using hellfire. The metal gets its name from the olive color it takes on during oxidation. Once cooled, it cannot be damaged with mundane weapons and is capable of muffling magical divination.

Destructive Properties

Blackfire is capable of overcoming a fiend's innate immunity to fire, making it a deadly threat to even the most formidable demons and devils. When ignited, blackfire spreads instantly and leaves no scorch marks - only a pile of white ash.

Mephistopheles has overseen earlier experiments of weaker batches being used on a host of creatures and substances. It is rumored that the sample on the train is the most potent batch ever created.

Adventure Goal

The informant (determined by the Adventure Hook that you choose) believes that the train is destined for Mephistar, where the blackfire will supposedly be delivered to Mephistopheles himself. The whole process has been shrouded in secrecy. The party's informant has exhausted countless resources narrowing the delivery of blackfire to this specific train, date, and time.

The informant asks that the party return with a sample of blackfire for testing. Additionally, they are interested in the Cold Lord's plans with this deadly new form of

hellfire. The more information with which the party returns, the greater the reward. The informant is not concerned about any inhabitants that might be aboard the train or the rest of its contents. The blackfire is of utmost priority. Should its secrets fall into the clutches of a demon lord or other force of great evil, the entire cosmos could be at risk.

Locomotive Explosive

In truth, the shipment of blackfire is not meant for Mephistar at all. Mephistopheles has already examined the product himself and is pleased with its potential. The Cold Lord believes that blackfire might be his ticket to overthrowing Asmodeus and becoming the ruler of the Nine Hells. In addition to the insurmountable task of besting the Lord of the Ninth, Nessus is defended by legions of devils. Before Mephistopheles decides to weaponize blackfire, he needs to test its reliability with a suitable experiment.

Kintyr Lorehouse

The *Canian's* actual final destination is a lorehouse on the outskirts of Kintyr, the lost city of an archdevil who betrayed the Cold Lord long ago. The archdevil, Thaguz, was entombed in a sheet of cursed ice as punishment for his betrayal. To discourage future dissenters, Mephistopheles and his subjects refer to Thaguz by his true name, giving others power over him as a form of eternal shame.

Mephistopheles suspects that those who served Thaguz still harbor resentment and considers them a liability. Each former follower is a potential devil vying for his position. The Lord of No Mercy hopes that blackfire can prove its worth by destroying the Kintyr lorehouse and every devil inside.

The Canian's Route

As the only train confined to the Eighth Hell, the *Canian Hellfire Limited's* typical route is no surprise to those familiar with the locomotive. However, today the *Canian* is destined for a more sinister course: the destruction of the Kintyr lorehouse. The only devil who knows this secret resides in the Blackfire Car (Area 2), and he is not keen to provoke the ire of the Lord of No Mercy. The rest of the inhabitants believe the train will end its route in Mephistar as usual.

Landmarks

The route of the *Canian Hellfire Limited* includes an origin, pit stop, and a destination. The train also passes through four geographic points of interest. These are referred to collectively as landmarks.

The party will have a few opportunities to learn the train's typical route, such as cautionary tales from returning passengers or a grim description of Thaguz's punishment from a passing devil. The most direct way to learn the *Canian's* route is the map at Nargus South Station (See Map: The *Canian's* Route).

Resting on the Train

While there is no set amount of time for the train to travel from Nargus South Station to the Kintyr lorehouse, the characters should not dally during their journey. Once the *Canian* leaves the station, the party has time for no more than two short rests in addition to the time spent exploring the freight cars and their contents.

Pacing the Adventure

By foreshadowing these landmarks, you can create a sense of pacing for your game. If your players know what to expect, you can maintain tension by describing the next location growing in the distance.

The Sequence of Events table represents a chronological order of stops and geographic points of interest along the route. For more information, see the “Major Landmarks” section towards the end of this adventure.

Sequence of Events

Event	Name	Description
1	Nargus South Station	Adventure Origin. The Canian pulls into station at 6:66 on the dot.
2	Gangrene Gulch	Landmark. Jagged canyon from which the party can jump aboard the train.
3	Tunnel of the Betrayers	Landmark. Mountain of cursed ice that houses those who betrayed Mephistopheles.
4	Canian Lorehouse	Pit Stop. A shipment of blackfire is loaded onto the train.
5	Barbed Tail Bend	Landmark. A horseshoe turn allowing the party to skip a car.
6	Dreaded Ice Spire	Landmark. A tall ice spire rising out of a huge cracked glacier. The party can jump down to a lower car as the train plunges into the dark rift.
7	Kintyr Lorehouse	Destination. If the Canian reaches this final stop, the blackfire will obliterate the lorehouse and everything inside.

Adventure Hooks

The following adventure hooks detail three possible informants to motivate your party to infiltrate the eighth layer of the Nine Hells and board the *Canian Hellfire Limited*.

Rival Devil

A powerful devil extends a contract to the party. This could be a duke with which the party has worked previously, a fiend they have wronged, or an archdevil they have impressed. As with any infernal contract, its reward must be enticing and accompanied by fine print.

Mordenkainen

The party’s informant is the great wizard and watcher of the Blood War, Mordenkainen. The archmage believes that blackfire is a danger to the balance of the cosmos. He sends the party to Nargus South Station, warning them about the Lord of No Mercy and his servants.

Remnant of Thaguz

The party is contacted by a ghostly apparition who claims to be Thaguz, the archdevil who betrayed Mephistopheles. Despite his imprisonment, Thaguz has learned to operate from within the ice and senses that a dark future awaits those who still remain loyal to him. As someone who has witnessed the Lord of No Mercy’s other concoctions first-hand, Thaguz knows that this weapon is a looming threat to more than just the Nine Hells.

Nargus South Station

The adventure begins at an infernal train station on the southern border of the colossal glacier Nargus in Cania. The station’s stone ruins and metal platforms are a stark contrast to the glacier’s blue landscape and mountains of ever-hardening permafrost.

Like many of the sprawling glaciers throughout Cania, Nargus South Station is inhabited mainly by ice devils who can stand the unforgiving temperature and punishing

winds. Menial tasks are carried out by chain devils, and hard labor is often delegated to frost giants, goliaths, and other creatures adapted to the cold.

Exploring Nargus South

The party is sent to Nargus South **precisely at 5:66**. Before doing so, the informant gives each of the party members a pair of *horns of disguise* (see appendix A). Like most of Cania, Nargus South Station is hostile to anyone but Mephistopheles and his servants.

While the horns grant the party some liberty in finding the best way to board the *Canian Hellfire Limited*, the informant warns the party not to tarry. The horns will not last long, and missing the train could have devastating consequences.

Ticket Line

A mile-long queue originates at the ticket booth. It is primarily made up of the frozen corpses of potential passengers who will never receive a ticket. The unfortunates who haven't perished in the cold are poked and prodded by imps and other small devils. Occasionally, someone will make it to the front of the line, thanks to wind erosion or clever thinking. If they can afford a ticket - those who can't are asked to go to the back of the line - they are subjected to a lengthy and involved cavity search before boarding the train, which usually drops them off back at Nargus South Station as a form of punishment.

Main Station

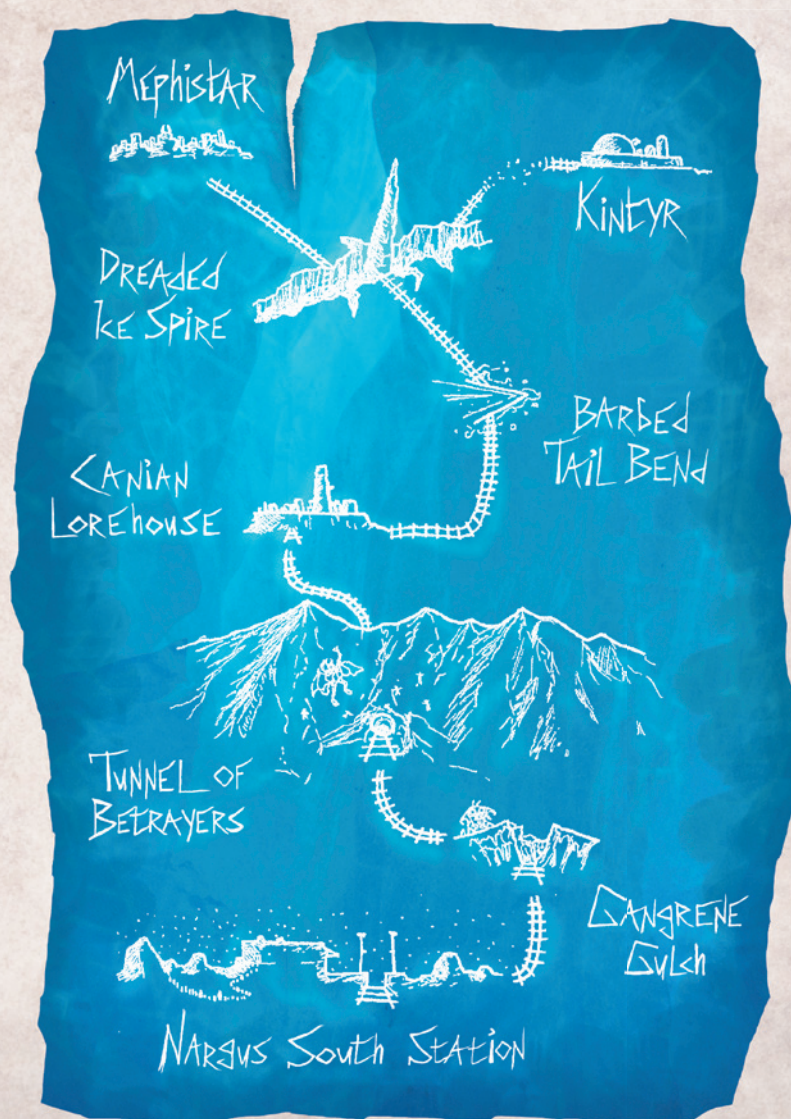
The inside of Nargus south is cold and bleak. Past the iron doorway and its hanging icicles, the ticket line continues into the pale green light of the main station, snaking back and forth up to the ticket offices. An apathetic, scrawny **imp** in a blue polo kicks a neglected package across the stone floor to

the C.R.U.E.L. Post. When the party enters, the station is relatively quiet save for the chattering of teeth and the occasional echo of an order from one of the devils.

Due to a recently implemented policy, passengers are not permitted to wear coats inside Nargus South. Winter gear is collected at the door by a pair of **ice devils** who ask that each individual garment be placed in a separate iron bin, which is then set upon a conveyor belt that leads to a furnace below the station.

Posted on the North wall of the train station is a map displaying Nargus and the surrounding glacial territories. It is (hopefully) made of some type of animal hide

Map: The *Canian's* Route



that's been stretched across a metal frame. Towards the bottom of the map, a pentagram marks the party's current location at Nargus South.

The route of the *Canian Hellfire Limited* has been tattooed on the flesh map. The party can glean basic information about scheduled stops and points of interest (see "The Canian's Route"), including an alternative opportunity to board the train at Gangrene Gulch. The normal route ends at Mephistar Grand Terminal.

With a successful **DC 12 Wisdom (Perception) check**, a character notices that the map has been altered due to some faded ink in the Northeast corner near Kintyr. With a successful **DC 15 Intelligence (History) or (Religion) check**, a character can surmise that the *Canian's* route was altered a few centuries ago when Thaguz attempted to subvert Mephistopheles as Lord of the Eighth. Despite it being cleared from this map, the old tracks still remain buried in the snow.

Ticket Offices

There are two ticket offices, each composed of a stone archway with a purple window of enchanted glass separating passengers from the booths' operators. A semicircular iron ring at the bottom of the window allows for the exchange of small objects between the two parties. The ring is razor sharp and prone to rapid changes in size, occasionally slicing documents, payments, and fingers in the process.

The queue line originates at the left box office. It is staffed by a **zombie** with a red stamp reading "REJECTED" strapped to its forehead. When a document is slid through the slot, the zombie moans loudly and repeatedly slams its forehead against the desk. There is no other stamp in sight.

The right box office window is an express lane reserved exclusively for devils. It is staffed by a sassy **bearded devil** named Sazgag. Sasgaz was a former supporter of the archdevil Thaguz and has since been demoted by Mephistopheles.

To the right of the ticket offices, a thin curtain depicts the silhouette of a cavity search. A **barbed devil** stretches a long rubber glove over its claw with a snap, then steps behind the curtain.

Information Desk

A red obsidian desk sits in the corner of the room. It is conservatively decorated with black candles, stacks of paperwork, and a preservation jar containing a bloated pixie. A small copper bell sits in front of a plaque which reads in infernal, "Information Desk: Don't Bug Me."

If a character rings the bell, there is a flash of fire accompanied by a large, ominous cloud of brimstone. When the smoke clears, the party is addressed by a horned gnome in finely pressed clothes named Fennoa Puddlepipe. Fennoa is gnome wizard (use the **archmage** statistics) who made a faustian pact with Mephistopheles long ago. She's since proved her loyalty and worked her way down the fiery ladder to a cushy desk job serving the Cold Lord. Despite her serious presence, Fennoa loves pranks, though her sense of humor has grown rather dark after a few hundred years in the Hells.

If the party gives Fennoa any indication that they do not belong in Cania, she is happy to play along and report this information to Mephistopheles later. She otherwise gives no indication that they are different from the usual clientele. Fennoa does her best to answer the party's questions about the *Canian Hellfire Limited* and its history or route, though she cannot help but sprinkle in some false information.

C.R.U.E.L. Post

Next to the ticket office is a counter for the package delivery arm of Mephistopheles's railroad. The C.R.U.E.L. Post takes pride in ensuring that every package arrives at the incorrect address late, mislabeled, and severely damaged. Members of the post never divulge the acronym's true meaning, but they are quick to mention that the two last words are "except letters," when presented with envelopes. Behind the counter, two **chain devils** take out their aggression on a shipment of glass figurines.

Platform

The main platform can be accessed by a pair of iron doors at the north end of the station. The platform is covered in a thick layer of snow and ice, making it difficult terrain. Tall metal frames jut out from the platform and hang over the tracks, allowing four **chain devils** to lift entire freight cars through a pulley system. A group of ten goliath slaves (use the **berserker** statistics) load the freight cars with crates. This operation is overseen by an irate **ice devil**.

Tracks

The Lord of No Mercy built his railroad on a foundation of lost souls. Each individual crosstie was forged in hellfire and bears the horrifying visage of someone who entered into an infernal bargain. The tracks are 5 feet below the edge of the platform.

A creature that touches the tracks must succeed on a **DC 18 Wisdom saving throw** or be paralyzed with fear for 1 minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. A creature who passes this saving throw is immune to this effect for 24 hours.

The Canian's Arrival

The *Canian Hellfire Limited* departs precisely at 6:66. If the party arrives more than half an hour prior to this time, the train

is located in the railyard for loading and assembly of freight cars.

When the Canian Hellfire Limited arrives at Nargus South Station, read or paraphrase the following:

The ghastly scream of a train whistle pierces the howling winds of Cania. A black locomotive plows through the snow and ice, sending bits of blue permafrost into the air like shards of broken glass. The central headlight casts an eerie, yellow light on the tracks ahead. As the train comes to a stop, a thick, red cloud churns above it from two horn-shaped exhaust pipes.

The cold, steel behemoth looms over Nargus South Station, intimidating all who look upon it with the dominating presence of Mephistopheles. There's no doubt about it. Like everything else in the Eighth Hell, the Canian Hellfire Limited belongs to the Cold Lord.

Any creature on the tracks when *Canian* arrives in the station takes 99 (18d10) bludgeoning damage and is knocked prone.

Ghost Train

If the *Canian* is in the railyard, a green, incorporeal train passes through Nargus South. The ghost train does not stop at the station on its way to the River Styx.

Any creature on the tracks when the ghost train howls through the station takes 99 (18d10) necrotic damage as the ghastly locomotive attempts to gain additional passengers. The creature must also succeed on a **DC 18 Constitution saving throw**, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest or is subject to a *greater restoration* spell. The target dies if this effect reduces its hit point maximum to 0.

Rail Yard

Dozens of freight cars are kept on a series of parallel tracks near the station. To prevent obstruction of the main line, railroad cars are stored here for sorting, loading and unloading, and assembly to the main locomotive.

Frost Giants

A group of **three frost giant everlasting ones** (appendix B) swap freight cars between trains at the station and those in the railyard. The **ice devil** from the platform occasionally comes here check their work.

These multi-headed abominations have been spurned by both Thrym and their tribes for seeking forbidden magic from Vaprak, the patron deity of trolls. Mephistopheles took advantage of their desperation, and now these giants serve the Cold Lord as independent contractors. One of the giants, Etta, has recently sprouted a third head which can read. She has been secretly using it to examine her contract for loopholes.

The giants will not interact with the party: they have no interest in outsiders and fear the **ice devil's** wrath should they be caught not working.

Abandoned Freight Car

An abandoned freight car sits on the outskirts of the railyard. The floor of this is car is engraved with a circle of dormant infernal runes. The body of a warforged coated in a thick layer of frost rests in the northeast corner, clutching a *scroll of teleportation*.

With a bit of work, the car could be repurposed as a new caboose for the *Canian*. However, the party will have to determine a way to attach it to the rear car of the locomotive.

Teleportation Circle

A character who can cast teleportation immediately recognizes the teleportation circle on the floor of this car. Otherwise, a

character can attempt a **DC 15 Intelligence (Arcana) check** to properly identify it.

A successful **DC 18 Wisdom (Perception) check** reveals a hidden wall panel containing a coin slot. When a soul coin is inserted into the slot, the runes of the circle glow with pale red light. A clock inside the panel begins to tick, indicating that the circle will remain active for one hour for each soul coin fed to the machine.

Other Train Cars

There are twelve total cars on the *Canian Hellfire Limited* at the start of this adventure. Depending on the configuration that you choose for the locomotive (see “Assembling the *Canian*”), a character can scout the train for information on its contents.

Scouting the Train

A character can attempt a **DC 15 Intelligence (Investigation) check** to determine the contents of the train cars that have yet to be loaded. On a success, roll a d12. Counting from the Motor Unit (a roll of 1), the character learns general information about the car such as its purpose, inhabitants, or contents. If a character beats this check by 5 or more, repeat this process, ignoring duplicate results.

Gangrene Gulch

Just a couple miles north of Nargus South Station, the tracks descend into the jagged, twisting pass known as Gangrene Gulch. To a passenger aboard the *Canian*, the gulch's deep, blue layers of permafrost are beautiful albeit claustrophobic, considering their proximity to the walls of the locomotive. The gulch is home to predators and ruthless vagabonds, though most devils foolish enough to desert the armies of Mephistopheles eventually succumb to the jaws of a wild remorhaz.

The party can use the gulch to jump aboard the *Canian Hellfire Limited*. Due to the speed at which the train flies through the

canyon, the party is only able to land on the last three train cars. A character can make a **DC 20 Athletics or Acrobatics check** to jump from an icy ledge onto the caboose. If a character surpasses this check by 5, they can choose to land on the penultimate car. A result of 30 or higher allows the character to flawlessly plant their feet on the third car from the rear. On a failure, a character tumbles onto the caboose with a loud noise. If they fail by 5 or more, the character takes 55 (10d10) bludgeoning damage.

All Aboard

The *Canian Hellfire Limited* leaves for “Mephistar” at 6:66 on the dot. The characters have multiple ways of boarding the train. Below are a few possible options. If the party fails and gets into hot water, they can always retreat, regroup, and attempt to rendezvous with the *Canian* at Gangrene Gulch.

Deception

If the party is privy to disguises and dramatic performances, they could pretend to be passengers, servants, or workers. Be warned! It is not easy to trick the insectoid, compound eyes of an ice devil. A majority of the party must succeed on a **DC 20 Charisma (Deception) or (Performance) check** to fool the guards. Characters with the charlatan background or proficiency with a disguise kit make this check with advantage.

Gangrene Gulch

The party can travel to Gangrene Gulch and jump aboard the *Canian* as it flies by.

Getting to Gangrene Gulch

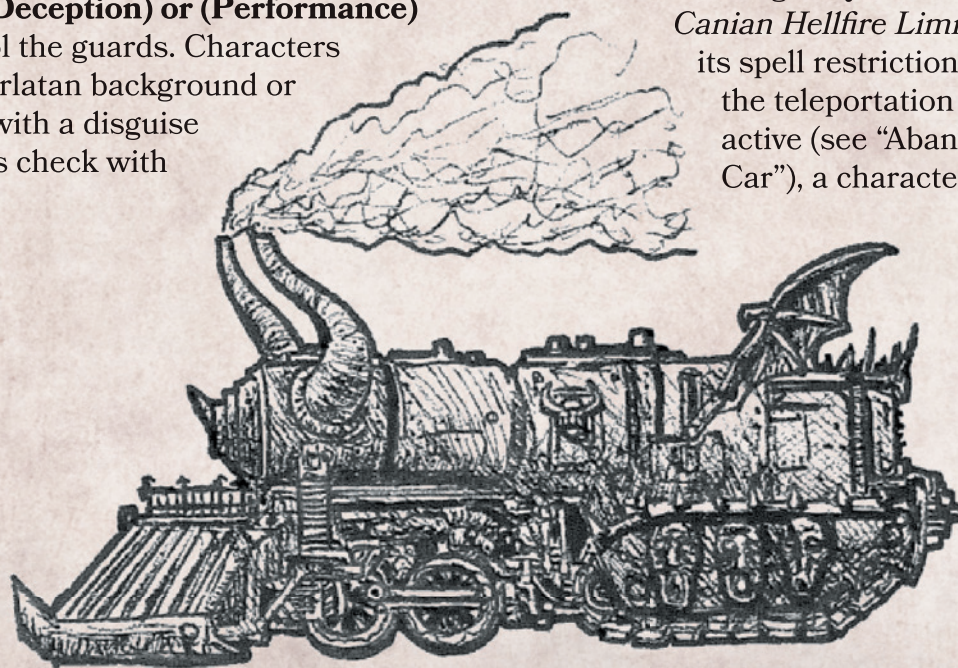
Traveling to the gulch on foot takes one hour. In addition, for every 10 minutes that a character is exposed to the extreme cold of the Nargus glacier, they must succeed on a **DC 12 Constitution saving throw** or suffer one level of exhaustion. A character who is acclimated to cold climates, resistant to cold damage, or near a source of heat (such as a campfire or torch) makes this saving throw with advantage. However, if this heat source produces bright light, roll a d6. On a 1 or 2, a **remorhaz** attacks.

Stealth

The party can make a contested **Dexterity (Stealth) check** against a guard’s **Wisdom (Perception) check**. Due to the high concentration of devils near the center and front of the locomotive, characters can only attempt to sneak aboard the three rearmost train cars.

Teleportation

If the characters discover the abandoned teleportation car in the railyard, they can use it to magically travel onto the *Canian Hellfire Limited* despite its spell restrictions. So long as the teleportation circle remains active (see “Abandoned Freight Car”), a character who has seen



the teleportation circle is familiar with its sigil sequence for the purpose of casting the spell. In addition to using this method to board the train, this also allows for a handy back-up plan. If a character attempts to use the *teleport* spell to travel to any other location on the train, consult the Modified Spells table in the “Spell Restrictions” section.

Exploring the Locomotive

Transitioning Between Cars

The area between two train cars is known as a vestibule. It contains two platforms (one for each train car) and a connecting mechanism known as a coupler. Each train car, unless stated otherwise, begins and ends with a set of sliding iron doors made from Baatorian green steel.

Entering Train Cars

All car doors are coated in a thick sheet of ice and require a **DC 20 Strength (Athletics) check** to open. If a frozen door is exposed to rapid heat, such as a *firebolt* cantrip, the ice melts away and can easily be opened (no check required). Keep in mind that fire is often accompanied by bright light, which could result in a plethora of consequences for the party depending on which train car they are entering.

Disconnecting a Train Car

In between each car is a frosty coupler, the mechanism which allows the train to pivot around corners. This slippery stepping stone

consists of a drawbar and a main draft gear.

To disconnect a train car, a character must first remove the lock on the drawbar with a successful **DC 20 Dexterity check** using thieves' tools. A **DC 20 Strength (Athletics) check** is then required to lift the heavy drawbar out of the draft gear, which causes the two cars to slowly drift apart.

Movement Outside the Train

There are ladders, walkways, and other means of accessing areas outside the train cars of the *Canian*. While traveling outside the train seems like a good way to bypass some of the encounters and hazards within the freight cars, it is a difficult and treacherous endeavor.

Frigid Wind

Cania was cold before, but with the speed at which the *Canian Hellfire Limited* travels, the associated wind chill becomes deadly.

Any time that a character starts their turn on an exterior part of the train - such as rooftops, walkways, or ladders exposed to frigid wind - they must make a **DC 15 Constitution saving throw**. A character with resistance to cold damage makes this saving throw with advantage. On a failure, the character begins a series of detrimental effects detailed in the Frigid Wind Effects table. A successful saving throw does not reduce these ill effects; it only staves off the cold a little longer.

These detriments disappear after a character has remained in a train car for 1 minute. If a character has been frozen solid, they must first be thawed.

Frigid Wind Effects

Total Failures	Effect
1	Frosted. Frost coats the creature. Its speed is halved.
2	Slowed. Ice begins to form on the creature. It is slowed per the slow spell.
3	Frozen. The creature is frozen solid and subjected to the petrified condition. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

Falling Off of the Train

Anytime that a creature is subjected to an effect that would cause it to fall off of the locomotive, the creature can use its Reaction to attempt a **DC 15 Dexterity (Acrobatics) or Strength (Athletics) check**. On a success, the creature cannot be moved past the edge of the roof or walkway. On a failure, the creature is knocked over the edge.

A creature that falls off of the *Canian Hellfire Limited* crashes into the tracks and is sucked up underneath the train. The creature takes 99 (18d10) bludgeoning damage as it crashes against the train's undercarriage. The creature - or its corpse - exits this grim fate on one of the two platforms at the nearest vestibule. If left undisturbed for 1 hour, a corpse is collected by a guard and stored in a Shipping Container (Area 6) or similar freight car. Beasts aboard the *Canian* can always use more food.

Using Water

Spells or abilities that would create water, such as *water wall*, instead create ice. You may rule that this alters the damage type or changes the nature of the spell or ability entirely.

Whistle

The whistle of the *Canian Hellfire Limited* is a ghastly howl of lost and tortured souls that may be triggered by the conductor at any time. Creatures within a 1-mile radius of the locomotive that can hear the whistle must

succeed on a **DC 15 Wisdom saving throw** or be frightened for 1 minute. A creature can repeat this saving throw at the end of their turns, ending the effect on a success. Creatures inside of the locomotive are immune to this effect due to the train's thick, enchanted walls.

Spell Restrictions

Mephistopheles turns a cold shoulder to those who dare to spy on his creations. The glyphs on the locomotive's other-worldly metal produce a variety of effects.

Many spells have altered effects when cast in or on the *Canian Hellfire Limited*, including spells cast from magic items or artifacts, and class abilities that duplicate the effects of spells. Any magic cast by one of the Cold Lord's servants is unaffected.

The following spell restrictions apply to a 600-foot radius around the train, as well as the physical locomotive and its associated cars. Spells that would normally allow creatures to transport into and out of the locomotive either fail or deposit the recipients into Cell 4D of the Prison Car (Area 4). Divination spells cast within the train result in false readings or tormenting visions. Spells designed to communicate over long distances are similarly foiled and have a 66 percent chance of being intercepted by Mephistopheles, who may or may not respond. These alterations are summarized in the Modified Spells table. Spells not included in the table might suffer similar alterations, at your discretion.

Magic that summons creatures or objects from other planes functions normally, as does magic that involves the creation of an extradimensional space. However, any spells cast within an extradimensional space (such as *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in or on the train.

Modified Spells

Spells	Effect
<i>Arcane gate</i>	Any creature that tries to enter or leave the tomb using this spell appears in Cell 4D of the Prison Car.
<i>Astral projection</i>	This spell fails if cast in the locomotive or if its intended destination is on the locomotive.
<i>Augury</i>	This spell produces false readings if cast on the locomotive.
<i>Banishing Smite</i>	Any creature banished by this spell appears in Cell 4D of the Prison Car.
<i>Banishment</i>	Same as <i>banishing smite</i> .
<i>Clairvoyance</i>	This spell returns false, pleasant visions if cast inside a train car.
<i>Commune</i>	This spell returns no answer if cast on the locomotive.
<i>Dimension door</i>	Same as <i>arcane gate</i> .
<i>Divination</i>	This spell is intercepted by Mephistopheles if cast while on the locomotive.
<i>Etherealness</i>	The caster enters the Border Ethereal but can't move through surfaces or doors made of Baatorian green steel.
<i>Find traps</i>	This spell fails if cast on the locomotive.
<i>Gate</i>	Any creature on the locomotive that steps through the gate created by this spell appears in Cell 4D of the Prison Car.
<i>Passwall</i>	This spell does not allow passage through surfaces or doors made of Baatorian green steel.
<i>Plane shift</i>	Same as <i>arcane gate</i> .
<i>Teleport</i>	Same as <i>arcane gate</i> .
<i>Teleportation circle</i>	Same as <i>arcane gate</i> .
<i>Transport via plants</i>	Same as <i>astral projection</i> .
<i>Wish</i>	This spell can't be used to enter or exit the locomotive. The spell may be bent by the will of Mephistopheles if cast aboard the <i>Canian Hellfire Limited</i> .
<i>Word of recall</i>	Same as <i>arcane gate</i> .

Locations on the Canian Hellfire Limited

Like any other train, the *Canian Hellfire Limited* varies in composition from day to day. The giants at Nargus South Station dutifully exchange freight and passenger cars at the whim of the assembly master. You, as the DM, take on that role and decide which train cars will make the cut and be joined to the *Canian* at Nargus South Station.

The following areas represent a variety of possible train cars that might compose your version of the *Canian Hellfire Limited*. They are summarized in Map: Train Cars on the following page.

Assembling the Canian

When the black locomotive is fully assembled, it should consist of twelve cars at Nargus South Station. The Blackfire Car (Area 2) is loaded later when the train stops at the Canian Lorehouse, at which point it will have a total of thirteen cars - unless the party has detached or derailed any of the cars along the way. Neither of these totals accounts for the abandoned freight car containing the teleportation circle that is located in the railyard of Nargus South. If your players chose that method of boarding, there will be one additional car at the rear. While you are free to add more cars to the *Canian Hellfire Limited*, keep in mind that every additional car increases both the difficulty and length of this adventure.

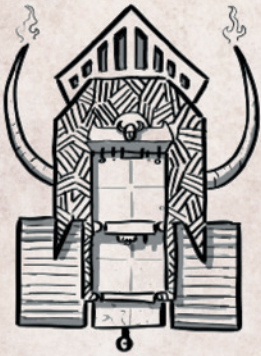
Feel free to choose train cars that you or your players find interesting. Additionally, you can choose cars designed to utilize or challenge the party's abilities.

Adventure Cars

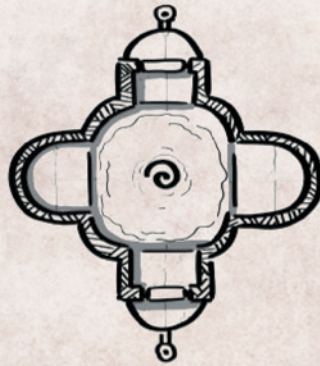
While your version of the *Canian* may vary, there are four cars that are essential to running this adventure. They are the Motor Unit, Blackfire Car, Caboose, and Prison Car (Areas 1-4, respectively).

Map: Train Cars

MOTOR UNIT (AREA 1)



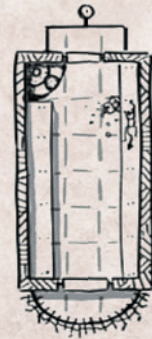
MEMORY CAR (AREA 7)



STABLE (AREA 9)



CABOOSE (AREA 3)



BLACKFIRE CAR (AREA 1)



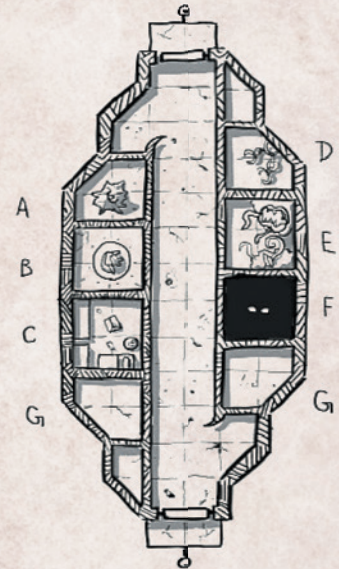
CONTRACT CAR (AREA 2)



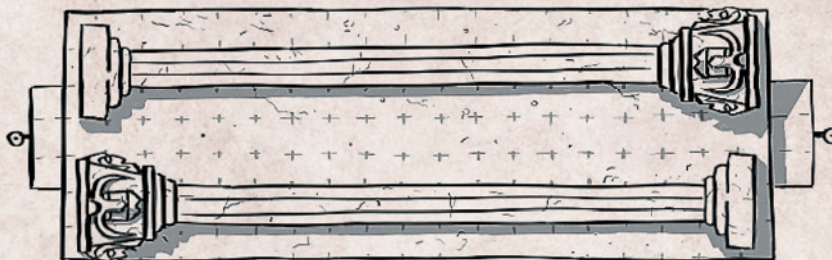
HONEYCOMB CAR (AREA 10)



PRISON CAR (AREA 4)



COLUMN CAR (AREA 11)



General Features

Unless otherwise specified, the following features are common throughout the train.

Ceilings. A Canian freight car contains 15-foot ceilings.

Doors. Each freight car has a set of 10-foot, sliding double doors at each end. The doors are engraved with a combination of the Cold Lord's likeness, unholy scripts, and

a long-winded disclaimer that states harm may befall those who enter. A small staging area separates the doors from the car's main area.

Illumination. In the center of every freight car is a single light fixture containing a **will-o-wisp** which pulsates with colored light. Each fixture has two terminals leading to it. As the train car moves, you can feel static

electricity mounting in the cold air. The static discharges with a tiny zap to the will-o-wisp, causing it to glow bright just as it began to dim.

Random Encounters

At the end of every hour, the party is subjected to a random encounter. Roll a d8 and consult the table below. Additionally, if the characters remain in an area for too long, you may want to trigger a random encounter.

d6 Encounter

- 1 **Hobos.** 1d4+1 **bearded devils** who have deserted the the Cold Lord's army. One of them plays a harmonica.
- 2 **Guard.** An ice devil patrols the train.
- 3 **Violent Blizzard.** The freight car is subject to the ice storm spell (DC 15).
- 4 **Bloodhounds.** 1d4+1 **bloodhounds** (see Appendix B) scour the train, sniffing for intruders.
- 5 **Prisoner in Tow.** 2 **chain devils** drag a prisoner back to their cell, kicking and screaming in the snow.
- 6 An **imp** chases a page of a contract. The page catches a gust of frigid wind every time it's just within reach. The contract is a draft for one of the party member's souls.

1. Motor Unit

The motor unit is the principal car of the *Canian Hellfire Limited*. This car functions as the workhorse of the locomotive, pulling the other freight cars along the tracks with its powerful engine. A thick cloud of smog pours from two curved, horn-like exhaust pipes.

Like many other trains, the motor unit of the *Canian* features a pointed grill for pushing snow and debris off the track known as a cow plow. It has two layers, forming a jaw-like protrusion with jagged steel teeth.

The front of the train contains a central headlight that illuminates the track ahead with a yellow beam. Inside the headlight is the soul of a once-great paladin which burns brighter than any flame ever could.

1A. Cabin Doorway

The engineer's cabin is secured by a locked door styled like a bank vault, with a black dial in the center and a brass handle in the shape of a pitchfork. The combination is 6-13-6. This can be found in Area 2C. A character can press their ear to the door and make a **DC 25 Wisdom (Perception) check** to listen for clicks within the door if they do not have the code.

1B. Engineer's Cabin

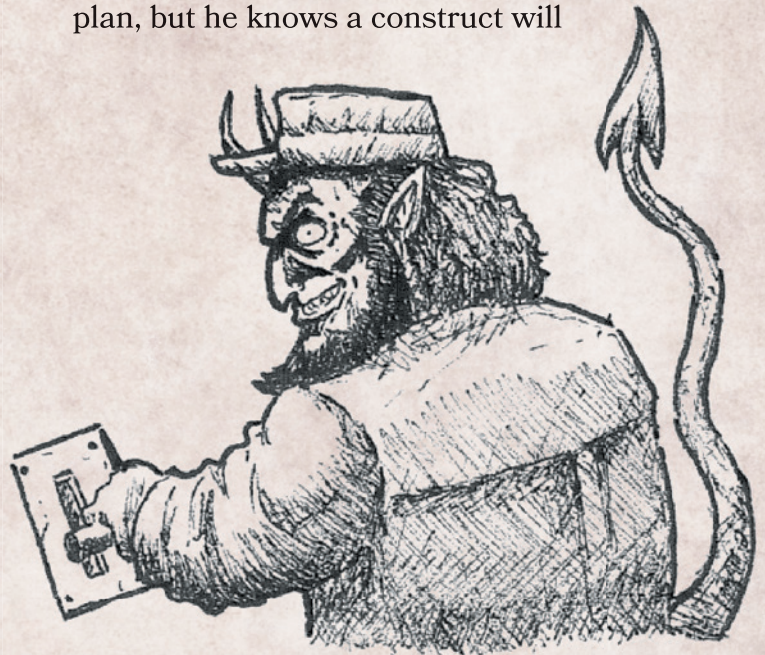
The engineer's cabin appears as a 10-foot square room with a central control panel. Above the panel is a metal face with twisting ram's horns. When standing in front of the controls, a character can look out to the landscape ahead.

Illusory Conductor

Inside the engineer's cabin is a *programmed illusion* spell depicting a bearded devil working the controls. He wears a tall, red conductor's cap and rambles about the weather with phrases like, "It sure is a cold one tonight, isn't it?"

Tank Engine

Mephistopheles would never trust another devil to carry out such an important plan, but he knows a construct will



always adhere to its programming - even if doing so results in its own destruction. The motor unit of the *Canian Hellfire Limited* requires no conductor because it is actually a modified hellfire engine (use **The Canian Hellfire Limited** stats in Appendix B).

When the party discovers that the conductor is an illusion or attempts to stop the locomotive, the metal face above the control panel commands the party to stop lest they be eliminated.

Battling the Canian. While it can freely detach itself from the tracks without consequence, the motor unit cannot travel more than 30 feet from the second train car.

If the party fights the hellfire engine, they can choose to battle it from inside one of the other freight cars, or by traveling alongside the train. A character that is not aboard a freight car must spend 60 feet of movement at the start of their turn to keep pace with the *Canian Hellfire Limited*. A character aboard the motor unit moves with it but does not provoke attacks of opportunity so long as they stay on the car.

2. Blackfire Car

The blackfire car rests behind the motor unit and is shaped like a gigantic cylinder. On top of the 25-foot-tall car is a 10-foot, circular skylight made from permafrost. A group of four **ice mephits** stand watch atop on the roof, ready to sound an alarm.

2A. Clockwork Door

The door to the Blackfire Car appears like any other door on the train due to an illusion. If a character gets close to the door, they can hear the ticking of gears behind its steel exterior. A **DC 18 Intelligence (Investigation) check** or a *dispel magic* spell reveals the illusion for what it is.

Behind the facade, a *wall of force* protects a mass of brass gears, pistons, and panels that form a door-shaped maze.



The clockwork maze shifts constantly and contains dozens of traps such as spinning blades and crushing walls. At the start of the maze is a wizard named Haemira Ludove. Haemira has been polymorphed into a rodent as part of her eternal punishment. At the end of the maze is a knob which opens the door to Area 2B.

The Brass Maze

Haemira is forced to run the deadly clockwork maze to no end. The party can talk with Haemira using a *speak with animals* spell or similar ability. The wizard knows that the maze is constantly shifting around her, but she is powerless to stop it in her fuzzy form.

Opening the Door. The door is unlocked when the party helps Haemira to successfully navigate the maze without dying. A character can guide Haemira to the finish with a successful **DC 18 Intelligence (Investigation) check**.

Failing the Maze. If Haemira is slain by one of the bite-sized traps within the maze, she respawns at the start after 1 minute. Additionally, the hellfire spout above the doorway is triggered.

Hellfire Spout

Above the threshold is a shaking pipe which funnels hellfire from one section of the engine to the other. The pipe can be discovered with a successful **DC 12 Wisdom (Perception) check**. A successful **DC 15 Intelligence (Investigation) check** or the find traps spell reveals the pipe is a trap connected to the door.

If a character blatantly attempts to tamper with the door, such as using thieves' tools or attempting to dispel the *wall of force*, a hatch opens and the pipe spews hellfire onto the platform. A character standing on the platform at this time must succeed on a **DC 20 Dexterity saving throw** or take 42 (10d6) fire damage. The trap can be disabled with a successful **DC 18 Dexterity check** using thieves' tools, or by securely blocking the hatch. On a failure, the trap is triggered.

2B. Blackfire Chamber

This cylindrical room has a central platform and a 10-foot-wide circular walkway. The wall has dozens of built-in tubes containing a bright, red-orange gelatin that houses thousands of shiny, metallic cubes of blackfire. The tubes run the height of this chamber's 25-foot walls. They join at a circular connection point on the ceiling where the substance was injected. The gelatin prevents the cubes from being jostled during transit and combusting prematurely. Each tube also contains a soul coin that floats in the luminescent gel for luck.

Battling in the Blackfire Chamber

If a character attacks or is forced into a space containing a blackfire tube, a few of the cubes spill out onto the ground. The cubes immediately disintegrate a 10-foot portion of either the walkway or the car's floor, possibly exposing its mechanical underbelly and making the terrain more treacherous.

2C. Central Office

The circular walkway connects to an office located in the center of the car on the second floor. Inside the office, an **ice devil** scientist named Sparax paces back and forth along the polished obsidian floor. Sparax is accompanied by a **galeb duhr** servant with immunity to cold damage. A map on the devil's marble desk shows the true destination of the *Canian Hellfire Limited*.

Sparax, Servant of the Cold Lord

Sparax is missing a portion of his chitinous exoskeleton on his right side - a wound from the archdevil Thaguz. It has been repaired with a protruding ice spike that forms a pointed pauldron. His right mandibular pincer is also missing, causing him to drool and spit as he accentuates his consonants. Sparax is extremely loyal to Mephistopheles and hates Thaguz. The devil has willingly pledged his life to ensure that this test batch of blackfire reaches the Kintyr lorehouse at any cost.

Sparax won't let anyone stand in the way of the Cold Lord's plans. If bested, the ice devil laughs coldly and mocks the party for wasting their time fighting him. You can opt to have Sparax die with a sour pun such as, "the wheels are already in motion!"

Letter from Mephistopheles

Sitting on top of Sparax's desk is a wax-sealed letter from Mephistopheles. The black parchment glows like magma rock, but the letter is cool to the touch. With his unparalleled charm, the Cold Lord thanks Sparax for sacrificing himself to destroy the traitors residing in the Kintyr Lorehouse. Mephistopheles goes so far as to call Sparax "an asset to his army who will be immortalized in the annals of infernal history once [Mephistopheles is] the rightful Lord of the Ninth." It's a bit forced.

Treasure

Sitting on Sparax's desk are two small canisters lined with a spongy foam. They each contain 1d4 *blackfire cubes* (see appendix A). Inside the desk is a *potion of diminution* and the combination to the door to the Engineer's Cabin (Area 1B).

3. Caboose

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If the party didn't tack on the abandoned freight car in the Nargus South railyard, the caboose is the rearmost car of the *Canian Hellfire Limited*.

The rear of the caboose features a balcony which faces the empty railroad. With its bent railing and two triangular, red windows, the back of the locomotive gives the impression of a large metal face with a sinister grin. The inside of the caboose houses crew members when they aren't on the job. It contains two steel benches with torn cushions on either side of a rubbery floor composed of hundreds of used whips. A pipe in the northwest corner runs from a small stove which keeps this car at a reasonable temperature for the workers.

When the party boards the train, there is an **imp** named Arth sleeping on the right side of the car. On the devil's lap is a tin lunchbox which is open, revealing a small demiplane stuffed with pickled pigs feet. If threatened, Arth pulls a wrench from inside the lunch box and returns the favor.

4. Prison Car

The prison car is heavily guarded. Jagged spikes and strings of barbed wire constantly encircle the car, creating a *blade barrier* (**DC 18**) on all surfaces except for the entrance and exit. The prison car contains no windows, and its wheels are replaced by tank treads. Both of the train car's doors bear a permanent *clairvoyance* spell that allows the guards see anyone standing on the platform from within.

An *alarm* spell notifies the guards whenever a creature steps onto the platform, and a trumpet-like protrusion allows for two-way communication between the guards and a creature at the door. The guards can examine documents and small objects through a sliding panel to verify the credibility of visitors. The door can only be unlocked from the inside.

Contents

The interior of the prison car is dimly lit by buzzing fire beetles that crawl on the cells, giving the room a dark red tint. A **horned devil** watches over the cells from

the crane-like hooks that dangle above, while a **erinyes** (use the variant with the *rope of entanglement*) maintains order and questions anyone who comes near the door.

Prison Cells

The cells and their inhabitants are detailed below.

Cell 4A. A **barbed devil** named Casistus is frozen up to his neck in cursed ice. Casistus is a former servant of the archdevil Thaguz. He's being transferred to Mephistar to face the Lord of No Mercy before he is added to the Tunnel of the Betrayers.

If the party confides in Casistus, he confesses that he is happy to see the Cold Lord lose something precious. If subjected to magic in an attempt to free Casistus, the ice continues to spread instead. Only a wish spell can free the devil from his future tomb.

Cell 4B. Gadreel (a **deva** with 50 hit points remaining) is chained to the floor in the center of a *magic circle*. The angel has been stripped of its wings after it came to answer the prayer of a good-natured soul trapped in the Nine Hells.

Cell 4C. A human historian, Aalot Grayire, sits in a cell adorned with shelves full of books, scrolls, and nonmagical artifacts. The human lifespan just isn't long enough to read every book, so Aalot asked for more time. Currently, the historian is on his way to the Diabolical Courts regarding a breach of contract. He believes he's found an ancient loophole that will be his ticket out.

Cell 4D. A character that casts a teleportation spell may be deposited in the into this cell (see the Modified Spells table for more information). A creature deposited in this cell is immediately restrained by cursed red manacles attached to the walls. In addition, their equipment falls in a pile outside the cell. The **horned devil** in this freight car enjoys taunting creatures in this cell by tampering with and trying on their possessions. A character can use their action

to attempt a **DC 18 Strength (Athletics) check**, shattering the manacles on a success.

The cell is enclosed by iron bars with a 5-inch-wide gap. If the bars are touched, they are subject to a *heat metal* spell (**DC 18**). The lock can be picked from the outside by succeeding on a **DC 18 Dexterity check** using thieves' tools. A character picking this lock from the inside has disadvantage if they cannot see the lock.

Cell 4E. This cell contains 1d4+1 **imps** who work on the train. The guards begrudgingly allowed them passage to the caboose, but the imps got distracted and locked themselves in this cage. It contains several carnivorous plants.

Cell 4F. The entryway to this cell contains an ancient stone archway. Each of the blocks that compose the arch is inscribed with a different rune designed to neutralize the **nabassu** (appendix B) contained within the cell. It can be opened by a specific key owned by Mephistopheles or a *wish* spell.

The cell is filled with demonic shadows. Regardless of the light outside it, the cell is pitch black. A pair of wide, yellow eyes stares back at the party, though the nabassu's Soul-Stealing Gaze feature cannot pass through this barrier.

The nabassu is an infamous devil killer named Jekoz. While most devils are slain in the Blood War on Avernus, Jekoz prefers to pick devils off one by one before they ever make it to the front lines. A few archdevils have a bone to pick with the elusive Jekoz, but none has lost more to him than Zariel.

Jekoz likes to play with his food and doesn't mind conversation. He has eaten every muzzle the guards have strapped on him, and enjoys turning creatures against each other with his low, gravelly voice. Jekoz is simply biding his time until he is either freed or killed - only to respawn in the Abyss.

Cell 4G. Twelve human **commoners** are chained to rings set into the walls of this steel cage. While they lament being enslaved, they look forward to the warmer conditions in Mephistar.

5. Passenger Cars

A passenger car contains two aisles, each with five benches. In order to qualify for a passenger ticket, a creature must either be a devil native to Cania or be in the good graces of Mephistopheles.

The few passengers aboard the *Canian Hellfire Limited* are quick to notice that the characters don't belong. However, as mortals with their souls (hopefully) intact, most devils treat the party with charm and overzealous hospitality. That said, the party would be wise not to provoke a devil or otherwise divulge the true reason for their presence.

Tickets, Please

When the party enters a train car, roll a d6. On a roll of 1, an **otyugh** named Daryl is moving through the aisle. Among the few words that Daryl knows are "tickets" and "please." The otyugh collects tickets with one tentacle and delivers hot chocolates with the other. If a passenger does not have a ticket or other suitable proof that they should be on the train, Daryl eats them.

Passengers

While the train car might be bustling with passengers, you might want to limit the car to 2-3 interesting NPCs to keep the adventure moving forward. Here are six possible passengers aboard the *Canian Hellfire Limited*.

1. Barber Shop Hextet. A necromancer has trained a group of zombies to moan on pitch - most of the time. Who doesn't love six-part dissonance?

2. Snake Oil Salesman. A **bearded devil** is selling Mr. Mephistopheles's Magic Medicine.

It has a 66 percent chance of being a *potion of poison*. Otherwise, it's a *potion of superior healing*.

3. Inspector. There's been a murder on this passenger car, and everyone's a suspect. That's because everyone is covered in the victim's blood - except the party. How suspicious...

4. Bounty Hunter. A grizzled bounty hunter (use the **champion** stats) is heading to Mephistar to capture a criminal.

5. Prospector. This devil has hit it big in the mines of Maladomini. It's heading to buy some steel from Mephistar to build an extractor or buy some slaves - whichever is cheaper.

6. Lawyer. An expert on infernal law is headed for arbitration in Mephistar. The devil is a bit nervous, as the outcome of this litigation could lead to a promotion.

Optional Side Quest: Demon Heist

While the party prepares to extract a sample of blackfire, Jekoz's posse attempts a jailbreak, lead by a **nalfeshnee** named Anag.

Anag and three **vrocks** attempt to board the train after Barbed Tail Bend. The posse rides alongside the train on a troop of purebred **nightmares** stolen from Mammon, the ruler of Minauros. If the Lord of Greed risks his coin on these horses, they can certainly keep pace with the *Canian Hellfire Limited*.

The posse prefers to make a grand entrance at one of the passenger cars. Each demon wears the mask of a pure, expressionless angel. The posse moves up the aisles confiscating weapons, valuables, and wreaking havoc.

Should Jekoz's posse find out about the blackfire, they will abandon their leader for the time being and attempt to collect some of the precious cargo for themselves.

6. Shipping Containers

No train is complete without a cargo container or two. While an earthly train might carry raw materials, for-sale goods, or livestock, a train servicing the Nine Hells takes a more sinister perspective on such commodities.

Shipping Container Features

Unless otherwise stated, each freight car shares the following features.

Roof. The roof to each cargo car is rectangular and may be accessed by a 15-foot ladder located in the vestibule at either end of the car. The rooftop contains a short, 2-foot railguard to prevent falling overboard if traversing through this method.

Walkway. Each car contains a 10-foot wide walkway on the left side of the freight car. A 10-foot metal barn door allows the party to access the contents. It is branded with the sigil of the company associated with the shipment. There is a 25 percent chance that this door is open when the party passes the car.

Interior. Shipping containers are uniform and somewhat bland. When stripped of its contents, these freight cars are cold and bare, save for rusty nails, manacles, and an unknown, sticky residue coating the floors of these cold, steel boxes.

Contents

You can roll a d6 to randomly determine the contents of the freight car, or you can simply choose the most dastardly cargo in store for your players.

1. Fire Giant Duke. A **fire giant dreadnought** (appendix B) name Duke Zalto lays chained to the floor of this freight car. The fire giant sold his soul to the Cold Lord in exchange for ancient lore, though his visions of becoming the new fire giant king didn't quite pan out due to some pesky adventurers in Faerun.

In the Nine Hells, the duke is a hollow reflection of his former glory. Thanks to his resilience, Zalto has proven quite useful in raking hellfire coals for Mephistopheles. While he isn't exactly a fan of the Cold Lord, Duke Zalto hates adventurers and believes they cost him his birthright. He hasn't quite made up his mind as to which side he would take if freed, but the duke knows a fire giant can't survive long in the Canian wasteland.

2. Weapons. This car is packed to the brim with poorly-crafted weapons meant for the Blood War. When the party opens the door, rusty blades spill out of the car and out into the icy, black night. Any creature standing in front of the door when it is opened must succeed on a **DC 18 Dexterity saving throw** or take 33 (6d10) slashing damage or half on a success.

Creatures that wade through the mass of mostly-useless weapons may search for a weapon. A character that succeeds on a **DC 20 Intelligence (Investigation) check** finds something useful in the mass of devilish metal. Sorting through the rusty pile takes 10 minutes. Roll once on Magic Item Table H of the *Dungeon Master's Guide* to see what they find. This can only be done once, regardless of how many characters succeed on the check.

3. C.R.U.E.L. Post. This freight car belongs to the C.R.U.E.L. Post. It's literally jammed full of damp, smashed packages. The party can hear priceless porcelain heirlooms shatter inside a box when the door is opened.

Inside are ten **imps** tampering with and opening various bits of mail. One of the imps, Gilman, asks the party not to harm him. He wears a bouffant cap and smokes two cigars in two separate mouths. If they agree, he says that he will find them a nice gift. If the characters treat Gilman nicely, he fetches a box with a *potion of haste*. If the party is rude or leads Gilman to believe that he will be harmed, the package contains a delayed *blast fireball* (**DC 17**) instead.

4. Slaves. This car contains 1d8+4 goliath slaves (use the **berserker** stats) destined for hard labor elsewhere in Cania. Despite their affinity for colder climates, they huddle together for warmth around a *conjure flame* cantrip cast by an elder goliath name Rahla.

5. Hazard. This car is filled to the brim with a bubbling substance. The car has no door, walkway, or rooftop. At the top of the ladder, a black tarp covers the hazard within - either burning magma or bubbling acid (your choice). A long, loose iron grate has been precariously placed above the danger.

The grate measures 5 feet in width and shakes violently when traversed too quickly. Any character who runs across the grate must succeed on a **DC 12 Dexterity (Acrobatics) check** or fall into the hazard.

In addition, the grate bends when multiple creatures cross at once. If two or more creatures are within 10 feet of each other, the grate bows into the acid. If the party sends one member at a time, this phenomenon can be anticipated with a successful DC 12 Intelligence (Investigation) check as a character crosses the grate.

A creature that falls into the car takes 55 (10d10) fire or acid damage, depending on the hazard.

6. Bloodhounds. This car contains 1d6+2 **bloodhounds** (see Appendix B) in a large steel cage. Bloodhounds are the result of magical experimentation in an effort to create the ultimate planar tracker. Mephistopheles releases these monstrosities to find mages who try to evade the consequences of infernal contracts with spells like *Mordenkainen's private sanctum*.

A pair of **spined devils** carrying *taming rods* (see appendix A) feed **abyssal chickens** (BGDIA) to the bloodhounds using 10-foot long pitchforks. The foul creatures hiss at the devils from wire-frame cages as they are skewered and passed through the bars. Each cage can be opened with either a **DC 20 Strength (Athletics) check** or a **DC 15**



Dexterity check using thieves' tools. One of the spine devils carries a key to the cages and will free the bloodhounds if threatened.

7. Memory Car

While the most iconic infernal contracts result in the surrender of a signee's soul, the majority of devilish deals feature other types of exchanges. For example, devils delight at the chance to rob a signee of their memories. Once a memory has been secured, it's suppressed in a memory car and shipped to the appropriate archdevil.

The interior of this spherical freight car is lined with soft copper panels. There are four protruding alcoves, two of which allow for passage through this car to the rest of the *Canian Hellfire Limited*. The alcoves are 5 feet above the floor of the car, which is filled with hundreds of white memories that create the appearance of a gigantic saucer of milk. A twisting coil rises up from the center of the pool.

Confusion Coil

When the party enters, the car is deathly quiet, other than the hum of an immense copper coil that stems from the pool of memories all the way to the ceiling of this 20-foot-tall freight car. Much like the mind of an aged creature, the coil keeps the memories dormant with a constant aura of *confusion* (**DC 15**) which affects the entire car. If the coil or its associated control panel in the east alcove takes more than 50 points of damage, it ceases to function. This causes the memories to bounce against the walls of the car, possibly being absorbed by one or more party members.

Mind Flayers

The coil is maintained by a trio of mind flayers who are immune to the *confusion* spell that it radiates. The mind flayers have an agreement with the Cold Lord which allows them to experiment on a sample of the memories in exchange for their findings. The trios leader is a tall, gaunt **ulitharid** (appendix B) named Alugema who has learned to preserve a creature's brain by feasting on the memories instead. Alugema is usually found in the east alcove audibly slurping on a memory.

The other two **mind flayers** are named Sezzuzol and Gassikt. The pair especially enjoys dissecting the former memories of twins.

Memory Pool

Hundreds of memories bob in the memory pool, shifting past one another on constant replay. An individual memory is translucent and about the size of an egg. If a character examines one of the memories, they see and hear the events occurring on its tiny, warped surface.

You can roll a d8 on the Memories table determine what memories a character might experience in this freight car.

Memories

d8 Memory

- 1 You were in madly in love with a playful half-elf from Luskan roughly 40 years ago.
- 2 Your half-orc son's coming of age ceremony. The whole tribe cheers as he lays an elk carcass on the altar.
- 3 Your award-winning apple crumble recipe.
- 4 The location of an ancient treasure. You never told a soul. It's probably still there.
- 5 Your fallen comrade's dying words.
- 6 The missing piece to that new spell you and the other acolytes were scribing.
- 7 The best joke you've ever heard.
- 8 A sweet aria sung by a beautiful elf on a grand stage that touched your heart at a vulnerable time.

Absorbing Memories

If a character ingests or interacts with a memory aggressively - such as squeezing or being struck by a memory - it may pop and be absorbed by the character. If this happens, the character recalls the memory as if it were its own. This may result in a number of interesting roleplay opportunities for your players, as they may exit this freight car with a perfect recollection of an event they never experienced.

8. Contract Car

This gold-plated car has a pyramid for a roof, and each entrance is flanked on either side by the sharp statue of a hellhound containing a rolled up contract in its mouth.

Entrance Puzzle

In front of the door there is a small altar containing a stone book. One side of the book is blank, while the other contains the following riddle:

*When built up, it's bound to fall.
What is yours, but shared by all?*

The answer to the riddle is "a name," which must be written in the book in order to enter the car. Only one name is required,



though there is no quill or chisel in sight. However, there is a small spattering of dried blood on the altar, which can be recognized as such with a successful **DC 12 Wisdom (Medicine) check**. Most devils entering the Contract Car simply write their name in blood. Once a character's name is written, the blood is absorbed into the book with a sizzle, and the door opens.

If a character attempts to enter without solving the riddle, the hellhound statues turn and exhale a 15-foot cone of fire towards the entrance. A creature caught in the flames must succeed on a **DC 18 Dexterity saving throw** or take 42 (12d6) fire damage or half on a success. The hounds are also triggered if a character writes a name other than their own.

Contract of King Tzamkekadh

The inside of the car is littered with contracts. Stacks on stacks of yellowed parchment stretch above the characters' heads. What initially seems like a collection of contracts is actually a single copy of the contract of the greedy but clever King Tzamkekadh of Amn, whose possessions were so numerous that they are still being

documented as collateral, despite King Tzamkekadh's death over 3,000 years ago.

While he waits for his contract to be finalized on a wax tablet by a frustrated **imp** who sits at a child's desk, King Tzamkekadh (use the **mummy lord** stats) and his servants (three **mummies**) continue their petty dealings. Each is wrapped in an extended clause of the contract whose words glow with dull red light. They don't take kindly to adventurers stepping all over the king's possessions, either.

Treasure

The imp, Xukes, tries to stop the party from taking anything, for he will have to locate the item and remove it from inventory. The hoard contains 14,000 gp, a brass sculpture of a hellhound (250 gp), a bronze armlet inlaid with an image of a young King Tzamkekadh using fine steel (250 gp), a wood-framed painting of Tzamkekadh with his pet cat (250 gp), a set of *+2 scale mail*, and a *scarab of protection*.

9. Stable

A cacophony of nature greets the party when they slide the Baatorian barn door on this car. The stable contains a variety of mounts meant for the racetracks of Minauros, the third layer of Hell. Whereas mortal races typically contain one type of animal, the Lord of Greed allows all types of beasts and monstrosities on his twisted tracks. This freedom creates chaos and uncertainty. As a result, Minaurian derbies are fantastic opportunities for gambling. Ticket operators sit patiently in their booths while hundreds of devils clamber against each other, pushing through the crowd for a last-minute bet.

Regardless of the winner, the archdevil Mammon collects a portion of the coin. Therefore, he's keen on keeping these mounts in pristine condition. The stable is clean and comfortable, especially

considering the wretched conditions of the other freight cars.

Mounts

Each of the eight individual stables in this car has a small archway leading to a demiplane that simulates the creature's native environment. A *wall of force* separates each of the pens from the rest of the freight car. Contained within the stable are three **nightmares**, two **hellhounds**, a **chimera**, and two **hellfire pegasuses** (see appendix B).

Stable Hands

The pens are maintained by ten spined devils who serve as stable hands. Four of the devils wield *taming rods* (see appendix A), which they use against the characters during combat.

10. Honeycomb Car

This freight car carries a prized magic item. Roll once on Magic Item Table I in the *Dungeon Master's Guide* to determine the item. Alternatively, you can choose a truly irresistible item for one of your players or their character. The item rests on a stone altar in the middle of the car.

The walls of this car feature hexagonal protrusions with waxy, yellow fillings like a honeycomb. Each of the chambers contains a **fire wasp** (appendix B) which rests in a cocoon of lava. If the item is disturbed, twenty **fire wasps** pop from their chambers and swarm the party.

Each open chamber begins to flood the room with lava. At the end of each round, the lava in this room rises by 1 foot. Additionally, another five **fire wasps** burst from their cocoons.

11. Column Car

This freight car contains a pair of elaborate Dorian columns intended for a new wing in the Diabolical Courts of Phlegethos. The

columns are almost 100-feet long and made from one single vein of marble with gold inlays of *corpus jurum infernum* (“the body of infernal law”). The column is patrolled by an **ice devil** and is open to the frigid winds of Cania.

Major Landmarks

During the journey, those aboard the *Canian Hellfire Limited* will be subjected to the following landmarks. These events are not intended to interrupt the party’s exploration of the locomotive. Instead, they are designed to offer interesting opportunities and fantastic locations.

Tunnel of the Betrayers

Inside this glacier of cursed ice are the remains of those who dared to betray Mephistopheles. The tomb started with the archdevil Thaguz, referred to by his true name to cement his ongoing shame. As he discovered more followers, they were added to the original iceberg of Thaguz, creating a mountain over time.

As the Canian rolls through this five-mile-long tunnel, anyone outside the train can hear the painful whispers of the betrayers submerged in the blue ice above. In addition, a character cannot travel on top of a train car due to the low ceiling of the tunnel.

Canian Lorehouse

Servants of Mephistopheles often extend contracts to signees in search of ancient secrets or forbidden knowledge. These documents are stored in huge fortresses throughout Cania known as lorehouses.

This lorehouse appears as a towering library with a grand station platform at the bottom. Looking up from the train, you see the entire tower twist as it enters the sky. Various types of winged devils fly to and from archways on different floors. With the Canian Hellfire Limited stopped at the platform,

the party can perceive glimpses of strange experiments coming from the doorways above - the smell of rotting flesh, tortured screams, and arcs of hellfire moving from one side of the tower to the other.

A group of four chain devils load up the blackfire car using a pulley system similar to the one in Nargus South Station. They are overseen by a red abishai (appendix B), who ensures that the devils lower the car extremely carefully. The process takes about 10 minutes.

Barbed Tail Bend

An incredibly sharp curve along the tracks allows the party to skip the next train car. Barbed Tail Bend gets its name from the pointed, glass-like protrusion of conjuration magic jutting from the track which causes the locomotive to be warped as it rounds the corner. If the party desires to skip the next car, they must successfully cross a 20-foot gap just before their train car enters the protrusion.

The Dreaded Ice Spire

The dreaded ice spire is a mile-long drop into a dark chasm within the Nargus glacier. Rising up from this rift is a pointed ice spire to which the tracks are bound. As the train twists and drops into the chasm, the party can jump from their current car to any car below. If nothing is done to break their fall, each character takes 14 (4d6) bludgeoning damage for each train car they skip.

This is a good opportunity to push the pacing of your adventure towards the climax. If characters have taken too long on the previous cars, they have an opportunity to jump forward to the blackfire before it’s too late.

Closing the Adventure

The true intended destination of the *Canian Hellfire Limited* and its shipment of blackfire presents a moral dilemma to your

party. There are a few possible endings, depending on how the characters react to the situation.

Remember, not everyone aboard the train is evil. In addition to the prisoners, there are hundreds of trapped souls in the form of coins aboard the *Canian*. While the vast majority of these are guilty of entering into an infernal pact, the characters may have a different perspective of such agreements and want to set them free.

Adventure Endings

Below are a few possible endings that your players may choose after discovering the true destination of the *Canian Hellfire Limited*.

Stopping the Train

The party can attempt to stop the train before it reaches the Kintyr Lorehouse. This is accomplished by destroying the motor unit.

Changing Course

Clever players might find a way to send the *Canian* elsewhere, delaying the destruction long enough to get innocents off the train.

Disarming the Blackfire

The party could disarm the blackfire by dumping it overboard or detaching the blackfire car from the rest of the locomotive.

Abandoning the Train

Ultimately, once the characters secure a sample of blackfire, they have no obligation to stay aboard the train. The party may choose to abandon the *Canian Hellfire Limited* and return to the informant once they have accomplished their goal.

Reward

When the party returns to the informant with the sample of blackfire, they are rewarded with the following.

- 15,000 gp
- 6 fire opals (each worth 1,000 gp)
- A set of Efreeti chain

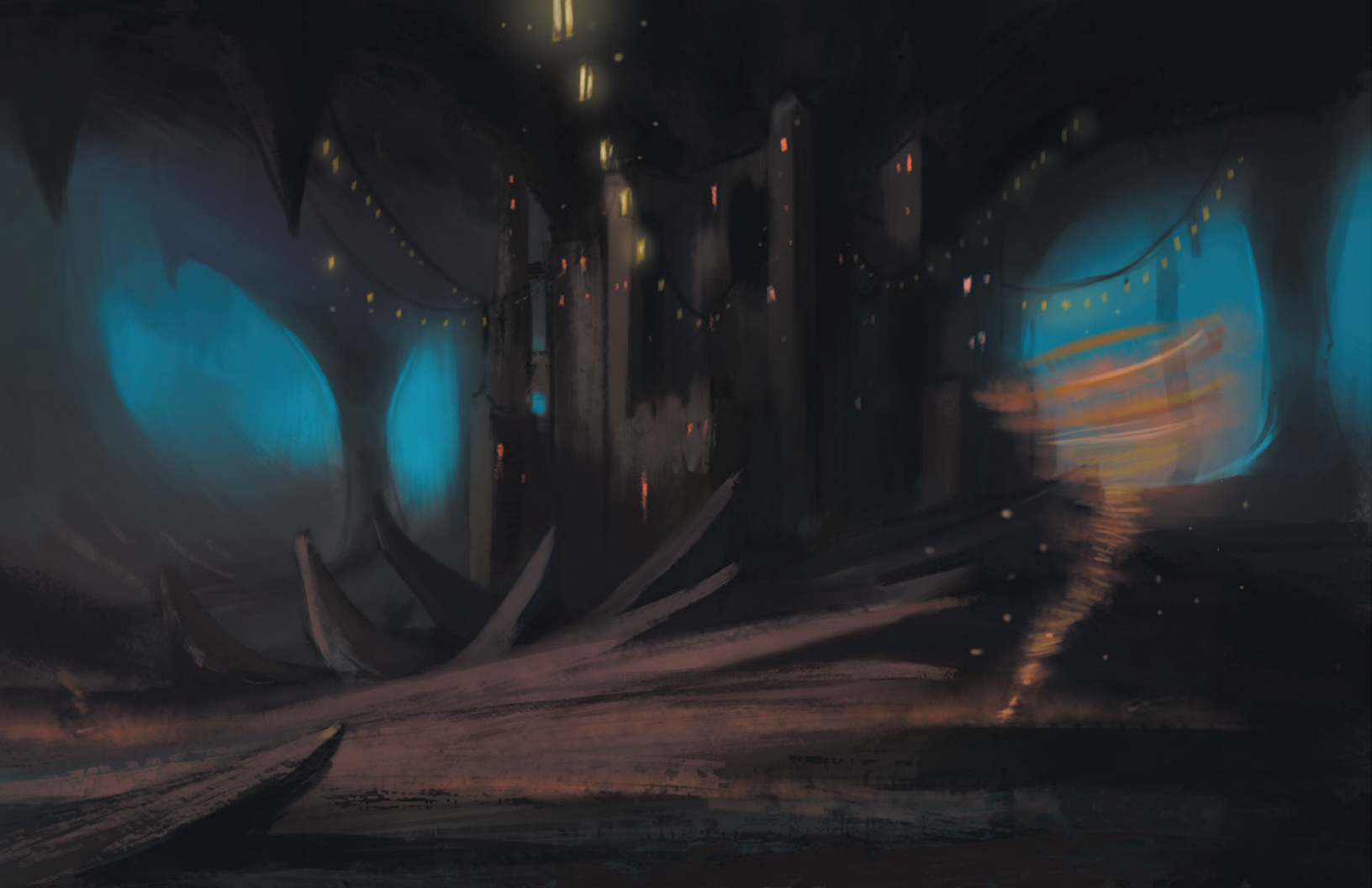
The majority of the cosmos will never mention the party's efforts on the *Canian Hellfire Limited*, but the informant thanks them for accepting the call to maintain order nevertheless.

Future Adventures

You can tie this adventure into the last Hellbound Heist, which takes place in the Nessus, the final layer of the Nine Hells.

Alternatively, your players may want to seek out the rest of the blackfire. Mephistopheles is still manufacturing the foul substance, and the Lord of No Mercy won't be pleased to find out that he has been robbed.





NESSUS: WHAT'S IN A NAME?



"For there to be betrayal, there would have to have been trust first."

- Suzanne Collins

"We have to distrust each other. It is our only defense against betrayal."

- Tennessee Williams

A 4-6 Hour Adventure for 17th-20th Level Characters

From the lowliest of lemurs to the Lords of the Nine archdevils, a devil can be controlled by someone who knows their true name. Those names are documented in a series of tomes called the Books of Keeping. Fortunately for the devils, these books are not conveniently stored in a library, waiting to be checked out. Most are said to be lost

to the ages, but maybe the rumors of one on display in Malsheem, Asmodeus's fortress on Nessus, are true. Certainly, to heist a priceless treasure from the very throne room of the Hells would earn you a name that will survive for millennia. Irresistible.

Introduction

This adventure is designed for three to seven 17th-20th level characters and is optimized for five characters with an average party level (APL) of 17.

Since the layers of the Hells are hierarchical, if you are running several or all the heists in this collection in order, there is a natural progression to the intended party level and the impact it might have on characters's reputations.

Before jumping into the adventure, here are some thoughts on how to get the most out of this adventure—how to make it the heistiest possible. Please refer to *The Anatomy of a Heist* at the end of this adventure for a description of the heist formula used in this adventure.

Know Your Party

The heist formula is relatively simple, but it is very linear, which is not everyone's favorite way to roleplay. Be sure that your players are in for this type of adventure or play it more loosely if that's what they prefer. One of the most exciting aspects of a heist story is, despite all the careful planning, the team must navigate twists and turns that they hadn't expected. Without these complications and twists, the story would be essentially over once the plan was complete, which is not very satisfying. However, introducing complications and twists to your characters can result in frustration and cries of a "railroad" job; maintaining tension while rewarding careful planning and execution is a delicate balance. Don't sacrifice player agency for the sake of keeping the story on track with its original plan.

What's in a Name?

'Tis but thy name that is thy enemy. What's in a name? The power to rule your hand, your foot, your arm, your face, your very fate.

- Asmodeus (misquoting a lesser-known human bard)

Adventure Background

A few details about the Nine Hells that pertain to the adventure are included here, but for much more on the Nine Hells and their occupants see *Mordenkainen's Tome of Foes*, Chapter 1: The Blood War.

The Books of Keeping

When the sisterhood of night hags on Gehenna created the first yugoloths, they crafted four magic tomes, the Books of Keeping, where they recorded the true names of every yugoloth they created except one, the General of Gehenna. The night hags, being the cautious and vicious type that they are, also recorded the names of other fiends that crossed them; the names of a few demon lords and archdevils said to be among them. Since a devil or yugoloth summoned by its name recorded in the books is forced to serve its summoner obediently, the books functioned as an assurance of loyalty.

The Books of Keeping mostly went missing for centuries, perhaps millennia, periodically turning up somewhere and then disappearing again, but it is rumored Asmodeus has one of the books, one containing the true name of Mephistopheles, secured and on display in his palace on Nessus, Malsheem. It may seem obvious why Asmodeus would want to possess the book, but there is much speculation about why he would put it on display among the many treasures in his library. The leading theory is, in keeping with the original intent of the books, as the archdevil responsible for security of Nessus and Malsheem, Mephistopheles is now highly motivated to keep the place secure—you might say, his name is on the line.

Dissent Among the Ranks

Only the archdevils know why Asmodeus would feel the need to compel Mephistopheles in such a manner, but dissent among the ranks of devils is routine and Mephistopheles has always been a little loose with vocalizing his opinions. Mephistopheles's second in command, Hutijin, seems to be content with his position in the hierarchy, but it is no secret

that, according to him, “can take over his boss’s contracts in a flash without losing an account.”

Cania

Cania is essentially a giant laboratory where Mephistopheles and his devotees conduct arcane studies. Libraries and laboratories are scattered across Cania and Mephistopheles is too busy to keep track of them all or remember their contents, curators, and project objectives. One such forgotten experiment devised a means to transport devils from Cania to the gates of Malsheem to supply emergency reinforcements in case of an attack.

Nessus

As the ninth layer of the Hells and home to Asmodeus, Nessus is inaccessible, impassable, and deadly to visit. Firestorms perpetually ravage a landscape that is crisscrossed with deep fissures and lacks roads, bridges, and other means of passage or shelter. Since Asmodeus values his privacy and safety, the rocky wasteland is devoid of activity.

Asmodeus and Malsheem

Asmodeus is a recluse, dwelling in Malsheem, which also happens to be a great fortress, at the bottom of the deepest fissure on Nessus. The location protects Malsheem from the firestorms, but more importantly, positions it directly over a portal to locations throughout the multiverse. Although no being dares challenge Asmodeus directly, Malsheem is guarded by pit fiends and their legions of lesser devils.

Deal with a Devil

Devils gain power and prestige for each soul they bind in a contract. The more powerful and prestigious the soul that they bind this way, the greater their reward. All devils except Asmodeus must fill a quota of souls won to ensure a constant flow of new devils, so even the archdevils might negotiate

with a worthy adventurer. Devils are lawful and will hold the adventurer to the terms of the contract, but they will do everything in their power to misrepresent the contract during negotiation and interpret it in their favor on execution.

Adventure Hooks

.....
If your players are ready to pull off a heist for the ages, they will want to take this challenge once they hear about it, but here are a few introductions to hook them.

6:66 to Mephistar

If you are running *6:66 to Mephistar*, the Cania train heist in this collection, the characters learn of “a Book of Keeping, containing some incredibly important true names on display in Malsheem” while on the train. You can simply jump aboard one of the train cars in *Welcome Aboard* in Part 1 of this adventure. The best way to present this hook is to complete *6:66 to Mephistar* then present these additional cars the party encounters; this addition can be done as a flashback, if necessary. If the party destroyed the Canian Hellfire Limited, their escape can involve another train that runs the same tracks and has these additional cars.

Dejected Mage of Mephistopheles

In their travels, the party comes upon **Irielel**, a female half-elf archmage (school of conjuration), who is obviously deep in her cups (appendix B). She tells them the rumor of Asmodeus putting the Book of Keeping on display in his private library. “Serves that old devil right,” she says. (She is referring to Mephistopheles, but she will not explain). The value of the book and the notoriety obtainable by a heist are obvious from her description. Irielel spills her tale along with her wine if the characters show the slightest interest. She is proud of her work and offers to teleport the characters with her to her mobile laboratory in Cania.



Asmodeus's Ticket to Ride

The party is approached by **Baree Keni**, a male drow artifacts dealer, who has heard of the characters and is impressed with their reputation (appendix B). He has a special acquisition opportunity that requires characters of their skill and discretion. Once the artifact is safely in his hands, they will be greatly rewarded with coin and fame. If they are interested, he describes the prize he seeks and where it is. He can't get them to Nessus but can get them "close enough." He can teleport them to Cania, using a scroll that he "acquired at great cost." Unknowable to the characters, Baree Keni is a cultist of Asmodeus acting on instructions from the very top. On agreement, he will teleport them to Asmodeus's private pullman. He is not willing to go further with the party.

Adventure Summary

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This adventure takes the characters to the very depths of the Hells to retrieve an artifact of incredible value and power. Whether

you are starting the adventure immediately after *6:66 to Mephistar*, the Cania heist in this collection, or running it separately, the adventure starts in Cania, where the characters collect important information about the heist and gain the means to get to Malsheem.

The Prize

One of the Books of Keeping, reportedly containing the true name of a high-ranking devil—a treasure that will be awesome to obtain, but treacherous to possess. The greater prize is the notoriety of sneaking into Malsheem, the impenetrable fortress of Asmodeus, Overlord of the Nine Hells, and stealing a protected artifact.

The Mark

Although he is known by many names and his status as a deity is disputed, Asmodeus is Overlord of the Nine Hells. He is a brilliant deceiver and a master of subtlety who keeps his friends close and his enemies closer; he might even open his fortress to them. He is not easily duped or surprised. Is the heist a supreme challenge, or a trap?

The Personal Motive

There are many possible personal motives based on character class, backstory, and campaign history. Some personal motives drawn from the elements of this adventure are presented here to help move the characters through the adventure.

While You're There. Asmodeus is known to display many beautiful treasures from throughout the multiverse in his library and museum. One of the characters may learn of another treasure available to heist from the museum that suits their story. Some likely items might be:

- **Wish Fulfillment:** A player may suggest something that they hope is in the

museum to steal.

- **The Next Hook:** An artifact that leads the party to another adventure and another plane or setting, like a dragon shard from Eberron or a guild signet ring from Ravnica. Its true value is in the intrigue it builds.
- **Ominous Omen:** Something that the party lost or had stolen in a previous encounter; an indication that Asmodeus knew who would attempt the heist—a fact that is equally affirming and terrifying.
- **Fortuitous Find:** Something that will help the party succeed, or at least, survive.
- **Hellbound Heist Campaign:** Research notes regarding Elminster and his time trapped in hell.

When in Hell. One of the characters may fancy themselves a charmer, swindler, or politician. Have them pit their wits against a supreme legalist like Hutijin.

Cruise Director. The Malsheem portal is believed to exit on the plane of the traveler's choice. One character could be given the power to determine their destination.

Two Way Door. By exiting through the Malsheem portal, the characters know at least one location that might serve as a portal back to Nessus for future adventure or to be offered at a price. One character may have a special interest in leveraging the portal.

The Device

Gaining access to Nessus and getting past the Malsheem guards is beyond difficult. Enter the device, a teleporter, complete with a skilled and cooperative operator.

The Complication

Complications arise throughout the heist, testing the flexibility of the plan and the nimbleness of the characters. A complication can arise from anywhere and should be a

surprise but should have a logical link back to their source and a reasonable resolution. For example, the party might have been taking information received at face value, but the devil is in the details. Some complications in this heist are:

Delayed Trap. Some steps in the heist that should be difficult are surprisingly easy, while the simple steps can be the most complicated.

Devilish Ally. When Hutijin discovers the characters's plan, he offers to help, but at a cost.

You Have Company. The reinforcement teleporter always pulls devils into it, so the party creates their own ambush.

Choose Wisely. The book is on display as rumored, but only one page per exhibit.

Guard Dogs. Asmodeus has not assigned guards to the exhibits, but has permitted yugoloths (particularly canoloths) to protect their names.

Blocked Exit. The portal is defended by dangerous creatures sent through by those defending the other end.

The Twist

The twist in this heist is not who is protecting the treasure from theft, but who is willing to let it be stolen—or at least, want the adventurers to try. However, the presence of these unlikely allies only makes the heist possible, not easy, and their true intent and evil nature will present complications to a plan that may be just too good to be true.

Law is Supreme

To the devils, law is supreme, the grand determiner of their actions. However, they may manipulate situations and capitalize on events to subvert the law that they hold with such high esteem. They somehow differentiate between doing everything in their power to cause something to happen and doing it themselves. This cognitive disconnect affords the characters assistance from incredible sources.

Unlikely Allies

Devils are suspicious of everyone, especially each other, but due to the clandestine nature of their assistance, none of these allies are aware of the assistance of the others.

Asmodeus. Asmodeus has placed the book where it can be stolen to test Mephistopheles—if it can be stolen, then Mephistopheles is providing inadequate security and should be replaced. But moreover, he has made information available to the characters, so the challenges to their success are their own ingenuity and Mephistopheles's security. He may be just testing Mephistopheles's security or may be taking out a potential rival.

Mephistopheles. Of all creatures, one would think Mephistopheles would be the most worried about the book's security; he has the most to lose. However, one should not underestimate the intricate and twisted reasoning of an archdevil. As long as the book is on display, Mephistopheles's unique position in the hierarchy of devils is at risk. His best chance to obtain or destroy the book is by foiling a heist after the adventurers have the book but before they get away.

Hutijin. As Mephistopheles's second in command, Hutijin's motive is very plain:

Roleplaying Asmodeus

Asmodeus might communicate with the characters, particularly if they provoke him by being poor guests in his house (for example, they get greedy in the museum). His words to them come as a common thought in their heads. He is the most powerful being in all of Baator and knows it. His demeanor with the characters ranges from that of a parental figure to a haughty god.

Use Asmodeus's words as you see fit to prod and scare the characters, reminding them that they might be in over their heads.

whether Asmodeus demotes Mephistopheles or some mortal compels him to the Material Plane by using his true name, he is out of the way for Hutijin's promotion.

The Heist

Part 1. The Plan

The party gathers information and plans the heist. The characters gain access to two train cars that contain information and a teleportation device that will facilitate the heist.

Part 2. The Rehearsal

The party gives the tricky part a trial run. The characters do a trial run of the teleportation device and meet Hutijin, second in command on Cania, who can ruin or aid them in their plan.

Part 3. The Execution

The party pulls off the heist with the clock ticking. The characters teleport to Nessus, enter Malsheem, and get most of what they came for, and maybe some additional treasure.

Part 4. The Getaway

The party makes their escape. The characters make their getaway through one of their optional escape routes, discovering that they are blocked.

Conclusion. The Final Twist

The party reflects on the heist and discovers what really happened.

Planar Effects

Cania

While in Cania, the planar effects from 6:66 to Mephistar are in effect.

Firestorm Features

When the characters encounter a firestorm, they experience these sensations, progressively building on each other.

Size. Firestorms are hundreds of feet long, 10-feet wide and 50-feet tall.

Movement. Firestorms move at varying speeds, typically between 50 and 100 feet per round.

Hear. A sound like rolling thunder rises to a deafening cacophony of swooshing, whistling, and piercing sounds like the cries of babies. When engulfed in the firestorm, the sound is deafening, even if the creature covers their ears.

See. Bright flashes of fire-red lightning continuously streak through a roiling, tumultuous cloud of flame that scours the landscape. When engulfed in the firestorm, nothing is visible except the ever-changing billows in shades of red and orange, which are visible even to a creature who is blinded or whose eyes are closed.

Feel. Heat, as from a blast furnace, races ahead of a building wind that quickly increases in strength to a force beyond a hurricane.

Nessus: The Domain of Asmodeus

Although Asmodeus has drawn the characters to his domain, he wants them there under his conditions. He can cancel magic within his domain with the Ruby Rod. At your discretion, a troublesome spell such as scry, teleport, or gate may result in nothing more than a puff of smoke. However, Asmodeus is also extremely busy, so he will not concern himself with anything trivial.

Firestorms of Nessus

The firestorms of Nessus are massive, deadly, and unpredictable. Whenever a creature is exposed to the Nessian environment, there is a chance that they

are caught in a firestorm. The chance of exposure is decreased as one descends into a rift, but true shelter is only possible at the very bottom. Firestorms develop and move quickly, giving little warning. Once the characters weather being engulfed in a firestorm, the chance of encountering a second is nil for 30 minutes.

Firestorm Probability

Beginning with the first minute that a creature is on Nessus, there is a probability of experiencing a firestorm every 10 minutes based on their current location. A firestorm is inevitable for a location on a roll indicated in the following table.

d20 Party Location

12-20	On the surface.
16-20	Ascending/Descending a rift wall.
19-20	Rift floor (other than Malsheem).
20	Rift floor outside Malsheem.

Firestorm Damage

On the first round of a firestorm, the firestorm features are experienced as approaching from a distance; only the heat is dangerous. Each creature must succeed on a **DC 15 Dexterity or Constitution saving throw** or take 6 (1d10) fire damage. Starting with the second round, the creature is engulfed by the firestorm. Each round that a creature is engulfed, it must succeed on a **Constitution saving throw** or suffer 11 (2d10) fire damage, 6 (1d10) bludgeoning damage, and the cumulative firestorm effects of any DC not met (see the Firestorm Effects table). A creature attempting to jump or fly through a firestorm is immediately engulfed. Fiends who are inhabitants of the Nine Hells add their CR to their saving throw.

Firestorm Effects

DC	Damage	Effect
10	Full	+1 level of exhaustion
15	Full	Blinded for 3 rounds
20	Full	Deafened for 3 rounds
25	Half	Prone

Corruption on Nessus

Although Asmodeus delegates the operations of the Nine Hells to his bureaucracy, he doesn't trust them to be as vigilant or effective in protecting the Nine Hells as they are in protecting their reputation and status. He is very aware of anything important happening in the Nine Hells, especially on Nessus. His constant seeking and scrying cause a mental strain on any characters trying to hide their presence and purpose from him. The characters's responses to his probing provide endless amusement to Asmodeus.

A visitor that finishes a short or long rest on Nessus must succeed on a **DC 10 Wisdom saving throw** or become corrupted. This saving throw has disadvantage if the creature is in Malsheem. Refer to the Nessus Corruption table to determine the effects of this corruption. You can substitute different corruption effects of your own creation. A character can only have one of the permanent effects at a time.

After finishing a long rest, a corrupted creature can make a **DC 15 Wisdom saving throw**. This saving throw has disadvantage if the creature is in Malsheem. On a successful saving throw, the corruption effect ends if it was a permanent one. A dispel evil and good spell or any magic that removes a curse also ends the effect.



Nessian Corruption

d10 Result

- 1-5 **Mental Strain.** The character takes 11 (2d10) psychic damage.
- 6-7 **Second Thoughts.** The character gains the flaw, "What was I thinking!? Maybe there is still a chance to back out."
- 8-9 **Reckless.** The character gains the flaw, "It's not like we can hide from him anyway. Why are we trying to sneak around?"
- 10 **Arrogance.** The character gains the flaw, "I know you're watching me, so watch this!"

Part 1 The Plan

The party is given access to two train cars that have information and tools to help them in planning and executing the heist. The characters should discuss and describe their plan in detail, leveraging the information available to them on the train. They have as much time as they need to investigate, so their success is more about knowing what to look for and recognizing it when they see it than searching. The information can be learned through a series of individual or group **Intelligence (Investigation)** (or other applicable ability) checks. Use the following table as a guideline; all results are cumulative.

DC Discovery

- 5 Basic information specific to the inquiry.
- 10 Basic information related to the inquiry.
- 15 Expanded information related to the inquiry.
- 20 Greater context to the information.

Sample discovery check tables are provided for major lines of inquiry in the applicable sections.

However, if you and your players wish to forego mechanics for roleplay, instead of this information being hidden behind ability checks, it is available to a character who knows what they are looking for; reward ingenuity and direct inquiry with advantage

on checks or by providing information. As is often the case with a puzzle encounter, this heist plan breaks the meta-wall between player ingenuity and character action.

Although no plan survives contact with the enemy, reward a thorough plan later as the execution evolves and unravels. The plan should include details that address questions like the following. However, some answers are unknowable until the heist is in progress.

- Who or what guards Malsheem and how do we overcome or elude them?
- Who or what guards the book and how do we overcome or elude them?
- How do we get to Malsheem?
- How do we get out of Malsheem and then Nessus?
- How do we avoid or protect against the Nessian environment?
- Is there a safe place to rest and recuperate?
- Can everyone in the party see in darkness?
- Can everyone in the party descend to the rift floor safely?

Some deeper questions that don't have immediate answers might be:

- Since devils have darkvision, why is everything lit with lamps?
- What are the chances that these two train cars are so easily accessible to us?
- Who might have lied to us?
- How much can you trust a devil or their cultist?
- What do we do if this is a trap or setup?

Welcome Aboard

Depending on the adventure hook used, the characters arrive in one of the two train cars described in this section. In any case, the other car is available and movement between the two is unobstructed other than following the Cania planar effects when exposed to the elements between cars (see 6:66 to *Mephistar*, Planar Effects). Together, the two cars comprise a regal command

Pullman Features

Light. A wood fire burning in a fireplace, an oil lamp on the table, and four hellfire lamp sconces (Appendix A: Items) bathe the car in a warm, comforting light. The entire area is brightly lit.

Sights. A large darkwood desk and chair occupy one corner and bookshelves of the same material line the walls where there are no windows. The room is very tidy, but also looks to be heavily used—the bookshelves are full, and the desk has books and papers neatly stacked here and there. The windows are covered with heavy, red plush draperies that are decorated with patterns in gold thread. A large, stuffed leather chair is positioned under one of the sconces with a reading table beside it. A decanter of brandy and a book on the history of yugoloths are on the reading table.

Smells. The smell of the leather furnishings and the wood fire add to the comfortable feeling of the space.

Sounds. A music box on the desk plays a melody that, though soft and quiet, can be heard throughout the car. If it wasn't for the light tinkling sound of the delicate instrument, one might suspect that the musical piece is very intense. When the door is closed, the car is very quiet, and one wouldn't know they were in a train car except for the light swaying of the car as it rolls over imperfections in the track.

center where devils can be dispatched to protect Malsheem and the commander-in-chief can give orders from comfortable quarters suitable to their station. It is a grand design but has never been used.

Asmodeus's Private Pullman

This car is a luxurious office and lounge. It is unoccupied but always looks like it had been just moments ago, so it always feels welcoming, should an avatar of Asmodeus appear here.

Note: If the characters acquire all this information as fact, some of the surprise during the heist will be lost.

After a while in the car, the characters may notice that the fire never burns down and the music box never stops; everything in the car is in a permanent state of “just as it was an hour ago” (or a day ago, or maybe a century ago).

Investigating the Car

This is an opportunity for the characters to learn what they can and apply that knowledge to their heist plan. They have time to turn the room upside-down, but there is so much material to review that they need to know what they are looking for. In providing this information, you are acting on behalf of Asmodeus, who has anticipated their questions. Information that is available includes: (see appendix C)

- A detailed contract, including a sketch of an alcove and display jar, for recent construction in the library to display “literary artifacts.”
- A letter from Baree Keni, an artifacts authenticator and cultist of Asmodeus, presenting an ancient tome as a gift to Asmodeus.
- A rough sketch of how to reach the library through a service entrance. The complete dimensions are not included, just the locations of the library and museum entrances with respect to the service entrance alcove.

On Closer Inspection

The characters can discover additional details on successful ability checks. The characters can apply whatever skills seem appropriate for the line of inquiry. Don't limit yourself to these specifically, and handwave the results at your leisure.

DC Discovery Regarding What Might be Guarding the Exhibit

- 5 There is no indication that the exhibit is guarded or trapped.
- 10 Nothing indicates that there is a guard detail for the exhibits or the library in general.
- 15 By either arrogance or some other reason, Asmodeus didn't feel the need to set guards.
- 20 Creatures at risk by the book being available might have set their own guards—perhaps yugoloths.

DC Discovery Regarding the Display Alcoves

- 5 The alcove and display jar are designed for displaying something small like a book.
- 10 There are similar displays with no indication of what might be in them other than “literary artifacts.”
- 15 The book may be on display in pieces.
- 20 Putting the entire book on display in one piece may be too risky, even in Malsheem.

DC Discovery Regarding the Book of Keeping

- 5 There were four Books of Keeping, which contained the true names of yugoloths and some devils.
- 10 As confirmed by Baree Keni, the book includes the true name of a powerful fiend.
- 15 Adding everything up, the true name of Mephistopheles is in the book, protected with a cypher.
- 20 Asmodeus may be testing Mephistopheles's security of Malsheem. Baree Keni will assist Asmodeus in recovering the book if necessary.

DC Discovery Regarding the Malsheem Portal

- 5 The portal is located at the very bottom and center of Malsheem.
- 10 The portal deposits travelers at the endpoint they wish.
- 15 The characters might be able to locate the portal from the missing information on the map. (The stairway near the far entrance of the library).
- 20 Those using the portal must be of the same mind as to where to go to end up together on the other end.

DC Discovery Regarding the Private Pullman

- 5 It's amazing that so much information relative to the heist is available in this one location.
- 10 All this pertinent information in one location can't be an accident.
- 15 The information appears accurate, so someone is helping us.
- 20 Asmodeus may be paving the way to steal the book, but does not want the thieves to get away.

An Intruder

If the party has exhausted their investigation of the pullman and has not thought to explore the other cars on the train, they are interrupted by the horrendous noise and blast of freezing air rushing into the car as the back door opens. A female half-elf, Iriellel, bolts into the car, spins to slam the door closed, and turns back around, leaning on the door before she notices that she is not alone in the car.

Once Iriellel is convinced that she is not in danger, she relaxes; opening her cape to reveal her otherworldly garb and opening up with her story and questions for the characters. She routinely visits the car to steal some brandy from the decanter on the reading table. She points out that, like the other items in the car, it never runs out—no matter how much she drinks it is always just as full as it was before she poured from it, which she admits is a little too convenient.

Iriellel's Mobile Lab

This car is Iriellel's mobile teleportation lab. If the party met Iriellel in the Dejected Mage of Mephistopheles adventure hook, the car is occupied by a programmed illusion of her, that appears to be working diligently, though at nothing. Iriellel waves her hand through the illusion and says, “Shift's over,” as it dispels. If the party has not met Iriellel, she is physically in the car, busy at her desk

Mobile Lab Features

Light. The car is brightly lit with glaring white light that pours down evenly from the ceiling.

Smells. The car is devoid of smell except the faint scent of Iriemel's warm brandy. After Iriemel operates the teleporter, a burnt scent irritates the nose.

Sights. There are no windows in the car. There is a very utilitarian desk at the front of the car, littered with pages and an icon in a decorated frame. A multicolored, jewel-encrusted box takes up most of the room at the other end of the car. All the walls are white and marked with red glyphs and a pattern of nine foreshortened circles connected by a curving red line. Smudges of tiny red dots form clouds in each of the circles. This is a live map of the Nine Hells. A 10-foot-diameter circle is marked on the floor in the same red color. On closer inspection the circle is made up of tiny, interconnected glyphs. When Iriemel operates the teleporter, devils appear momentarily within the circle.

Sounds. Iriemel hums to herself constantly to fill her soundless surroundings. It is no wonder she drinks too much brandy. When Iriemel operates the teleporter, it makes a, "zzzz pop!" sound.



and is completely surprised by their entry (see Malsheem Maps). If the characters entered the car with Iriemel, once in the car, she removes her cape, typical of a Faerûnian mage, to reveal high-tech, otherworldly garb (perhaps more typical of Eberron).

Iriemel's Story

Iriemel was obsessed with the powerful conjuration magic worked on Cania by Mephistopheles and his mages, so she made a deal with Mephistopheles to build a device that could teleport devils to the front lines in the Blood War in exchange for the ability to experiment on Cania forever. She

failed to realize that the grand attention Mephistopheles showered upon her would only last as long as the negotiations, and she feels like her work has been neglected; now she is exiled to this train car. She says, "He's famous for that, you know. Starting a grand experiment one day and completely forgetting it the next." She looks at an icon of Mephistopheles on her desk when she says this.

On Closer Inspection

The characters can discover additional details with successful ability checks. The characters can apply whichever skills seem appropriate for the line of inquiry. Don't limit yourself to these specifically, and handwave the results at your leisure.

If the characters do not think to exit the car for a while, Iriemel might ask one of them to fetch her a glass of brandy from the adjoining car or suggest that they relax there.

Roleplaying Iriemel

Iriemel is openly a cultist of Mephistopheles, but obviously disenchanted with her figurehead. She isn't entirely genuine in her intent, but truly loves the possibility of embarrassing Mephistopheles, so she comes off as honest. Her discontent is more like that of a spurned lover or neglected child than an enemy. Although she is obviously a talented wizard, her demeanor is completely disarming. She is very technical, but amiable.

Iriemel's ambition is for her life's work, the device in the car, to be paramount in changing the multiverse, even if it is in a way that wasn't its original intent. It is in her mobile lab that she is most comfortable and empowered. She dons her monocle whenever she sets to work or has a serious conversation with someone. When she turns her head to view an object or a person through the monocle, it is like being under a microscope. She uses this affectation to subtly intimidate. Whether it actually helps her discern a person's character or words is up to you.

She has spent too much time alone. Her work keeps her busy, but so does the never-ending supply of brandy. When she suggests something, she lightly mocks herself with "maybe it's the brandy, but..."

Iriemel is excited to help the characters and isn't aware (maybe it is the brandy), or has deceived herself, that even in her disobedience she is acting as a tool of Mephistopheles. She is very proud of her work, but also very protective of it. She won't leave the characters alone in the car or go with them. She doesn't want anyone to know the teleporter's limitations (see the sidebar Iriemel's Teleporter below), so she does not openly let the party know its operation requires anything from her other than activating the glyphs.

In fact, Iriemel's laboratory, itself a device that can teleport devils from one layer of the Hells to another, is on the train to keep its location unknown to anyone who might abuse its power. Since Mephistopheles oversees security on Nessus, the teleporter is tuned to transport devils right to the Gates of Malsheem—a means to send reinforcements there if necessary. Just the same, Mephistopheles had all but forgotten Iriemel and her device until Asmodeus's move to test him with the Book of Keeping. Now he is using her as bait for an adventuring party capable enough to steal the book. Her intent is to teleport the party back to a magical prison car on the train once they have the book, and hand them over to Mephistopheles.

DC Discovery Regarding Iriemel and Her Loyalties

- 5 Iriemel is "not from around here," though her origins are unknown.
- 10 Iriemel's anger toward Mephistopheles is due to neglect and lack of praise.
- 15 Iriemel might do something drastic to gain Mephistopheles's attention and respect.
- 20 Iriemel's best bet to prove her device and her loyalty is to capture the heist team with the goods.

DC Discovery Regarding the Teleportation Device

- 5 There are also green dots here and there on the live map (mortals).
- 10 The teleporter requires energy from Iriemel to operate.
- 15 Even if one could learn the ritual, that may not be enough to operate the teleporter.
- 20 The characters are at Iriemel's mercy and must appear to fit into her plan before stepping into the teleporter.

DC Discovery Regarding the Icon of Mephistopheles

- 5 Iriemel makes periodic, secret gestures toward her desk or something on it.
- 10 The picture on top of the desk is an ornately framed icon of Mephistopheles.
- 15 Iriemel's gestures are petulant but respectful, indicating deference, if not allegiance to him. The icon and its decorated frame are more than a store-bought picture.
- 20 The design on the frame is significant of Mephistopheles.

Iriemel's Teleporter

Iriemel's teleportation device is very impressive and high-tech; functioning like a combination of a coin-op sci-fi transporter and a giant tablet radar screen. The circle on the floor of the car is a teleportation circle large enough to accommodate seven or eight Medium-sized creatures. The images on the walls appear to be controlled by an orb mounted on the box at the back of the car, but they are not projected there by any obvious means. The large patterns on the wall represent the layers of the Nine Hells. The small red dots represent devils and the green ones, mortals. Iriemel can zoom in and out of areas of the map using finger gestures.

To operate the teleporter, she must first feed it a soul coin through a slot in the top of the box. Although the teleporter appears to operate automatically based on instructions that she simply taps into it, activating glyphs and highlighting dots in a specific order, operating it takes an obvious toll on her in addition to the soul coin cost.

In her boredom, Iriemel has expanded the operation of the device to include teleporting devils from and to any location in the Nine Hells. However, it will not teleport directly into Malsheem, that would be a serious breach of security and there are anti-teleportation magics at work, but it can teleport to the "Gates of Malsheem." It also now works on mortals—at least she thinks it does; test subjects are in short supply in Cania.

Part 2 The Rehearsal

The party gets a test run of Iriemel's device, which answers some important questions, but also adds a complication.

Now You See It, Now You Don't

To demonstrate its use, Iriemel targets a red dot on one of the layers of the Hells and performs the teleportation ritual by tapping various glyphs, using her Run the Teleportation Device ability. The red dot disappears, and a tiny red flash occurs somewhere near Malsheem. For the briefest moment in between, a translucent image of an ice devil is visible in the teleportation circle. If the characters don't ask her, she offers up that she thinks it can run in reverse. If they try it, she selects two small red dots and one brighter dot near Malsheem. The device operates as it did before, this time with three translucent devils appearing in the transporter as their dots fade from the wall, except that one of the devils becomes corporeal instead of instantly fading away.

Encounter: Hutijin

The devil that remained is **Hutijin** (appendix B), Mephistopheles's second in command. This occurrence is truly a surprise to Iriemel, and an unwelcome one at that.

Tactics

Hutijin immediately vies for peaceful negotiation—he would rather win the souls of the characters for his credit than send them to their gods—but he fights back with all his force if attacked. If the characters won't cooperate and tell him why they are there, he casts suggestion on Iriemel to get the full story. She is compelled to cooperate and does not remember his presence once he is gone.



Iriellel's Fey Ancestry may help her resist the spell and she is faking to gather information for Mephistopheles, at your discretion. If the characters attack him, before he is defeated, he casts *symbol* to boobytrap the teleporter and complete his teleportation out of the car.

Deal with a Devil

Give your characters a chance to propose a deal with Hutijin, but if they are not quick with it, Hutijin proposes a deal and tries to contract with any wizard or magic user. He offers to create a diversion to keep Mephistopheles out of the party's hair long enough to make off with the book in exchange for a personal arcane laboratory on Cania (when he replaces Mephistopheles, of course). He provides some information, but always through innuendo, never directly. "You already have one foot in his trap," he says nodding toward Iriellel. A clever character may convince Hutijin to cooperate with the party even without the deal. Again,

Roleplaying Hutijin

Hutijin hates mortals and always looks fiercely angry, so he is a hard read. He is haughty and doesn't try to hide his disdain for the mortals—this is strictly business. He is willing to make a deal with high-level adventurers to add their souls to his credit. He is also certain that their quest is folly, and he expects any souls he bargains for here to be added to his account quickly. He is interested in the party's intent and is certain that he holds the key to their plan's success. He is amused at how naïve that characters are regarding Mephistopheles (even if they aren't).

reward ingenuity with success, but a contested **Charisma (Persuasion)** check is a simple way to resolve the encounter.

Plan B

If the characters agree to Hutijin's plan, they can escape through the portal. He confirms that the stairway at the end of the library leads to the portal. If they go with Iriellel's plan, she tries to teleport them out from the Gates of Malsheem at a predetermined time, but now there is some doubt as to where she will send them. In either case, Hutijin leaves them to their heist with or without his assistance. He is true to his word, distracting Mephistopheles at an agreed-upon time so they can escape through the Malsheem portal.

Moral Dilemma. By cooperating with Hutijin, the characters are probably condemning Iriellel. They cannot let Iriellel know that they have a different plan, or she may not cooperate with them to get to Malsheem. The characters must keep both allies thinking that they are cooperating with them to keep their options open.

Part 3 The Heist

The characters have had as much time as they needed to plan and practice the heist to this point, but once they have entered Nessus, they are on a timer. Both Hutijin's distraction and Iriemel's teleporter (even if it is only a backup plan) rely on them keeping to their schedule.

Teleporting

Make Way

Unless instructed by the characters otherwise, when everyone decides that they are ready to perform the heist and have agreed upon a time for Iriemel to teleport them back, using Run the Teleportation Device, Iriemel starts dropping soul coins into her device and teleporting the guards away from the area of the Gates of Malsheem. If the characters haven't thought of it, Iriemel instructs them to hide out and she dims the lights within the car, so the transported guards are less likely to understand what has happened. She is sending them to the front lines, so they won't have much time to think about it before engaging in battle, hopefully assuming they were needed there more than at Malsheem.

Uninvited Guests

Once the Gates of Malsheem have been cleared of guards, Iriemel motions the characters into the teleportation circle. She goes through the motions to send them to the Gates of Malsheem. As the teleporter starts to make the buzzing noise, from the characters' viewpoint, the car begins to become translucent as the view of the barren Nessus landscape solidifies within it. For a moment, their view is roughly half of each setting, and at this point it becomes apparent

that they are not alone in the teleporter. A collection of devils equal to their number has joined them in the circle where it is becoming very crowded.

The Gates of Malsheem

The "Gates" of Malsheem is a barren spot at the top of the rift above Malsheem—not exactly what one thinks of as "gates," and not the most inviting of places. See "Planar Effects" to begin tracking firestorm probability. If the descent to Malsheem presents an impassable barrier to the party, consider moving the Gates of Malsheem to the rift floor.

General Features

Light. All areas are dark except when dimly lit by nearby firestorms and electrical discharges between the cliffs of the rifts.

Sounds. There is the perpetual sound of firestorms moving in and out of the distance.

Smells. The smell of metallic dust and ash constantly burns the nose.

Rift. The rift is a 1500-foot-deep canyon with sheer cliff sides. There is no path or means to climb down.

Firestorms. There are always one or more firestorms seen and heard racing across the horizon.

Encounter: A Devil of a Teleporter

Perhaps Iriemel made a mistake, or the teleporter is simply doing what it is designed to, or Iriemel has betrayed the characters, but as the characters take solid form at the Gates of Malsheem they are among a **bone devil** and four **chain devils**. Fortunately for the characters, the devils are taken completely off guard and are surprised..

Adjusting the Encounter

Player Count: The total number of devils should equal the number of characters. Adjust the number of chain devils to achieve parity.

Very Weak: Replace the **bone devil** with a **chain devil**.

Weak: No additional adjustment necessary.

Strong: Replace one **chain devil** with a **bone devil**.

Very Strong: Replace one **chain devil** with a **horned devil**.

Tactics

Devils are intelligent fighters and cooperate in their tactics. The chain devils try to grapple one of the characters to keep the combat at the top of the rift. Any flying devils pursue characters trying to escape to the air or over the cliff.

The Long Descent

When the characters have overcome the devils, they must descend to the floor of the rift. There is no way to climb down. Along the way there is the continuing risk of firestorms, which adds the risk of a very long fall.

Malsheem

Malsheem is truly the fortress of a demigod; from the outside it is dark and ominous, threatening in its very form. Inside, everything is ornate and of enormous proportions. Its sparkling beauty is a striking contrast to the barren wasteland outside. However, it is strangely quiet and devoid of activity. (See Malsheem Maps)

General Features

Light. All areas, except as noted, are brightly lit by hellfire lamps (Appendix A: Items) hanging along the walls.

Ceilings. The ceilings in hallways are 20 feet high. Rooms have cathedral ceilings that rise from 20 feet at the walls to 40 feet in the center.

Floors. All floors are tiled with 5-foot-square polished stones. Whenever a non-evil creature steps on these stones, smoke rises from where their foot touches.

Sounds. There are few sounds other than the echoes of the characters's footfalls.

Smells. The general smell is just the metallic burnt smell of the lamps. Due to the size of the place and some apparent fresh air source, the smells of the creatures guarding the library are only obvious when in proximity to them.



Area 1. The Service Entrance

When the characters get to Malsheem, they find the service entrance right where it was indicated on the map. However, if they had not known where to look for it, it would easily go unnoticed. The entrance is a large, open doorway with no door. The grey-black beyond gives the impression of a continuous stone wall.

The characters should be able to take a short rest here, but guards coming and going to shifts in the library go through this area every couple hours.

General Features

Light. This area is completely dark and has no trace of a light source.

Sounds. The moment one passes the entryway the sounds from outside are immediately silenced. There are no sounds other than the echoing footfalls of the characters.

Smells. The area is amazingly devoid of any smell.

Floor, Walls, and Ceiling. The floor, walls, and ceiling are huge slabs of dark, quarried stone. The ceiling is 10 feet high. The initial entry is 10-foot square with an opening at the back right corner, which opens into a 5-foot-wide hallway that makes a double-switchback along the back of the entry and ends at heavy wooden door.

Stairs. Beyond the lower door is a stone staircase with four rises at right angles and ends at another wooden door.

Doors. The doors are constructed of dark, heavy wood slabs about three inches thick and a foot wide, held together and hung with black metal straps and hinges. There are no locks or latches on the doors. They swing easily but fit snugly in their jambs.

Area 2. The Grand Hallway

The top door to the service entrance opens into a 5-foot-square alcove off the grand hallway. The hallway is 20 feet wide and extends beyond visibility in both directions. The opening into the library is visible 30 feet down the hall from the alcove. Murmuring and shuffling noises are audible coming through the library entrance. From this distance, with success on a **DC 20 Wisdom (Perception) check** a character identifies that there are many varied voices and grunts and if the character can understand Infernal, they detect that the words are idle chatter. This information becomes easily discerned as a character approaches the library entrance.

Encounter: Shift Change

On the second round after the first character exits the service entrance, a **canoloth** (appendix B) lazily walks out of the library (presumably after a long guard shift), heading directly to the service entrance. If it detects the characters, it makes a hissing noise and runs back into the library to take its station at an alcove. If it doesn't, it continues down the hallway beyond the service entrance without a glance at it.

Whether the canoloth retreats into the library or the characters make any noise taking it down, the activity alerts the library of the intruders. An uproar of questions and curses sweeps down the aisles followed by a wave of silence. None of the creatures move from their station.

Area 3. The Library

The library is much larger than inferred by the map. It contains a menagerie of yugoloths and devils guarding the display alcoves. Remarkably, none of them advance on the characters or attack them. Although there is much jeering and pointing from

the monsters, it appears that none of them want to attract too much attention from the characters. Walking through the library, on display to all these creatures that want them dead, is a great time for any flaws resulting from the Nessian Corruption to exhibit themselves.

General Features

Dimensions. The opening into the library is 20 feet wide, 10 feet high, and 20 feet deep. There is an identical opening into the grand hall at each end of the library. The library is 60 feet wide and 200 feet long in each direction from the entry.

Alcoves. The alcoves are semicircular with arched roofs, identical in form to the one sketched in the document found in the train car. Each is decorated differently.

Bookshelves. Rows of bookshelves run down the length of the room at its center.

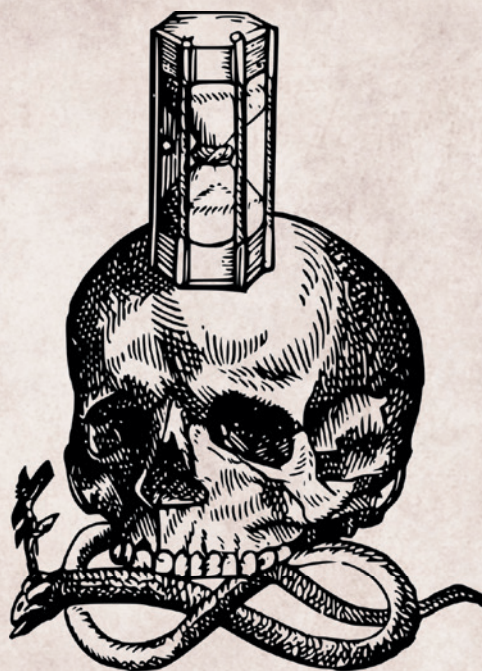
Sounds. The creatures guarding the alcoves mumble and insult the characters, but not to their faces.

Smells. The sheer number of vile creatures in the room is obvious by the smell.

(Too) Highly Motivated

Each alcove is guarded by two or more creatures; mostly yugoloths of varying types, particularly canoloths, whose names are on the page they guard. None of the creatures attack because they are only interested in protecting their own name. This is a classic case of “see who blinks first.”

Although yugoloths are notoriously greedy and their assistance can be bought, one would never sell out its own soul. However, one might be paid to sell out another’s. If the characters are uncertain how to determine which is the right alcove, they might try this approach. Any yugoloth that engages in conversation with the characters attracts taunts and jibes from its cohorts at other displays.



Choose Wisely

Discerning which alcove contains the page the characters seek requires a little deduction, but it is not too difficult. The characters may figure it out by knowing what they seek or can notice a distinguishing characteristic on a successful **DC 15 Wisdom (Perception) check**.

Wisdom (Perception) check.

The decorations in the alcove suggest whose names are on the page. The one decorated with symbols like the one in Irielle’s lab is the correct one.

The type of guard suggests whose names are on the page—those whose names are on the page serve on a rotation to guard it. Since Mephistopheles is not going to guard his own page, he sets the guard with devils he controls.

Note: If a character made a contract with Hutijin, they might also want to look for a page that contains his name. It is a DM decision whether they can find it or not.

Encounter: Exhibit Guards

If the characters select the wrong exhibit or wish to get another page, they must fight the creatures guarding that page. A hard encounter would be a canoloth (appendix B), nycaloth, and yagnoloth (appendix B).

Adjusting the Encounter

Very Weak: Remove the **nycaloth** and the guards are less coordinated in their attack and defense.

Weak: Replace the **yagnoloth** with a canoloth.

Strong: Add an **ultroloth**.

Very Strong: Replace the **nycaloth** with a **yagnoloth** and add an **ultroloth**.

Tactics. The canoloths are instructed to hold their prisoners. Yugoloth and devil bystanders near the combat might push a character or fellow creature back into the fray if they are within reach. All fight to the death.

Encounter: Mephistopheles Exhibit

The page with Mephistopheles's name is guarded by a **pit fiend** and a **barbed devil**.

Adjusting the Encounter

Very Weak: Remove the **barbed devil** and reduce the **pit fiend's** hit points.

Weak: Remove the **barbed devil**.

Strong: Replace a **barbed devil** with a **horned devil**.

Very Strong: Add a **horned devil**.

Tactics. All fight to the death.

Development

If the characters are successful at retrieving a page, the other guards in the room get very quiet, hoping that the characters have what they came for and leave them alone. If the characters attack another alcove, the guards at surrounding

alcoves become furious and vocal. If the characters are successful, those guards become openly hostile. If the characters don't understand their intent, a guard from across the room takes a pot shot at them. If the party attacks a third alcove, the entire room erupts.

Treasure

If successful, the party obtains a page from the Book of Keeping. If they have identified the correct alcove, they recover the one with Mephistopheles's true name on it. With a successful DC 15 Intelligence (Arcana) check, a character knows that they have the right page and it indeed refers to Mephistopheles. However, the page is a cryptogram that requires several hours of study to interpret. Further complicating the interpretation is Asmodeus's influence over Nessus.



Area 4. The Museum

The museum entrance is exactly like that of the library and directly across the hallway from it. The layout of the museum mirrors half of the library, ending where it abuts the service entrance wall. The center of the room is occupied with display cases. There are no guards in this room.

General Features

Dimensions. The opening into the museum is 20 feet wide, 10 feet high, and 20 feet deep. There is an identical opening into the grand hall at the other end of the museum. The museum is 60 feet wide and 200 feet long in the direction away from the service entrance.

Alcoves. Semicircular exhibit alcoves with arched roofs line the walls. They are identical in form to the one sketched in the document found in the train car. Each is decorated differently.

Display Cases. Rows of display cases run down the length of the room at its center.

Sounds. Other than any noise drifting in from the library across the hall, this room is quiet.

Smells. The room smells a bit musty, like decaying fabric or parchment.

Encounter: There for the Taking

This optional encounter presents another treasure to steal if you want to use it to lead the party to the next adventure or a character has the “While You’re There” personal motive.

Treasure Traps

Each display case is trapped with one of six types of trap described in the Museum Display Traps table. Roll for one randomly or select one that is appropriate for the item to be stolen. The character must first succeed on the listed check to identify the trap mechanism and what abilities are needed to unlock and disarm it. A character can safely stop at this point if they want. The lock and trap mechanism work in tandem, so a creature trying to open a case or remove an item from a display must succeed on successive unlock and disable checks. Failing either triggers the trap and the character must succeed on a **DC 25 Dexterity saving throw** or take the damage and effects listed. Although, the trap result is the same for each type of trap, the lock and trap mechanism for each case is unique, so there is no possibility of improving the chances of disarming a second one. Two characters can work together on the checks, but both are subject to the trap effect.



Museum Display Traps

d6	Trap	Mechanism	Identify (DC 25)	Unlock/Disable (DC 25)	Description	Damage/Effect
1	Pit	A pin must be pulled free.	Intelligence (Investigation)	"Dexterity using thieves' tools + Strength (Athletics)"	The floor around the case opens to a prison cell 40 feet below then instantly closes. The opening in the floor is a magic effect so there is no physical indication of its presence.	"4d6 bludgeoning damage, prone, imprisoned in the cell Success: prone"
2	Needle	Several latches must be released in order.	Intelligence (Investigation)	"Dexterity using thieves' tools + Dexterity"	Poison needles shoot from the floor and the ceiling around the display case.	"10d10 poison damage, poisoned for 10 minutes Success: half damage"
3	Fire	A constant musical tone must be hummed.	Intelligence (Investigation)	"Dexterity using thieves' tools + Charisma (Performance)"	A cylindrical wall of fire instantly erupts from the ceiling and floor, meeting in the middle.	"10d10 fire damage Success: half damage"
4	Electrocution	A glyph indicating lightning must be touched until disabled	Intelligence (Arcana)	"Dexterity using thieves' tools + Wisdom (Survival) or dispel magic"	Withstand 6 seconds of an electric charge	"10d10 lightning damage, stunned for 3 rounds Success: half damage"
5	Soul Crush	A glyph indicating the senses must be touched until disabled	Intelligence (Arcana)	"Dexterity using thieves' tools + Constitution or dispel magic"	Withstand 6 seconds of a barrage on all senses	"10d10 force damage, 1 level of exhaustion Success: half damage"
6	Mind Crush	A glyph indicating the mind must be touched until disabled	Intelligence (Arcana)	"Dexterity using thieves' tools + Intelligence (Arcana) or dispel magic"	Withstand 6 seconds of a psychic assault	"10d10 psychic damage Success: half damage"

Development

If the characters wish to loot more from the museum than what was planned, the psychic pressure from Asmodeus increases and all checks and saving throws have disadvantage.

Treasure

The treasure received in this encounter is whatever you had agreed with the players would be available.

Area 5. The Portal Stairs

The stairway to the portal is dark and appears to have been poorly maintained. The stairs end abruptly above the floor of the portal room and open to a pit trap that is 40 feet deep.

General Features

Light. This area is completely dark and has no trace of a light source.

Sounds. There are no sounds other than the echoing footfalls of the characters.

Smells. The area is rank with the smell of decaying flesh.

Floor, Walls, and Ceiling. The floor, walls, and ceiling are huge slabs of dark, quarried stone. The ceiling is 10 feet high at the top of the stairs. The landing beyond the entry is 10-foot square with a 5-foot wide stair leading down from the far right corner.

Stairs. A stone staircase descends against the outer walls and is open to the middle of the stairwell. The stairs make four descents at right angles, much like the service entrance.

Doors. The door is constructed of dark, heavy wood slabs about three inches thick and a foot wide, held together and hung with black metal straps and hinges. There are no locks or latches on the door. They swing easily but fit snugly in their jambs.

Important: If the characters have stolen any objects, proceed to Part 4: Getaway Gateway. If they are just investigating, proceed with Pit Trap below.

Pit Trap

The first character in the area must succeed on a DC 20 Wisdom (Perception) check to realize the stairs stop short, or they run past the end of the stairs into the pit, falling 40 feet and taking 4d6 bludgeoning damage. If the characters are behind schedule, the check has disadvantage.

Area 6. The Portal Room

At first glance, the portal room looks like a plain, empty cellar.

General Features

Dimensions. The portal floor is a 50-foot square with a 20-foot-wide pit on three sides and a sheer wall on the fourth. The walls across the pit are also sheer from the floor of the pit to the ceiling.

Pit. The pit is 40 feet deep from the floor of the portal room and 20 feet wide.

Light. This area is completely dark and has no trace of a light source.

Sounds. This room is quiet except within 10 feet of the portal wall, where there is perpetual whispering in all tongues.

Smells. The smells of rotting flesh are overwhelming and are strongest at the edges to the pit.

Only when a character is within 10 feet of the back wall does it become obvious where the portal is, as monsters begin pouring through it. Proceed to Part 4: Getaway Gateway.

Part 4 The Getaway

Whether the characters planned to escape via the teleporter or the portal, the getaway is not as simple as planned. However, If the characters are quick about their getaway, Mephistopheles doesn't show up to stop them. So, either Hutijin came through with the diversion or there wasn't a risk in the first place. If the characters delay, Mephistopheles shows up with an overwhelming force to take them into custody for a trial in Cania.

Back to the Gates

If the characters are teleporting back out, then they must return to the Gates of Malsheem. It is up to you whether Irielle teleports them into the mobile lab, the prisoner car, or somewhere else, and if there is any consequence to being late to the agreed location.

Worn Out Welcome

With a successful **DC 20 Wisdom (Perception) check**, the characters might detect that something is wrong with the service entrance as they approach (it is, after all, called a service entrance, not a service exit). If they enter the stairwell and close the door behind them, the door immediately turns to stone. Everything, including the air around them is turning into solid stone beginning with the hallway door and proceeding outward to the exterior wall. The characters must rush down the stairs, jump, or fly to get through the outer doorway in 3 rounds when the entire area has turned to stone.

A Breath of Fresh Air

Once outside, the characters must find a way back to the Gates of Malsheem and are subject to the firestorms.

Getaway Gateway

The portal is located where it was expected, but it is protected by everything imaginable. Horrible creatures are sent through the portal from the other endpoints to protect them from devilish incursions.

Worn Out Welcome

With a successful **DC 20 Wisdom (Perception) check**, the characters might detect that something is wrong with the stairwell entrance as they enter the alcove from the hallway. If they enter the stairwell and close the door behind them, the door and alcove immediately turn to solid stone

like the surrounding walls and the stairwell starts evaporating into thin air from the top down. The characters must stay ahead of it or fall into the pit. The stair completely evaporates at the end of the second round.

All Together Now

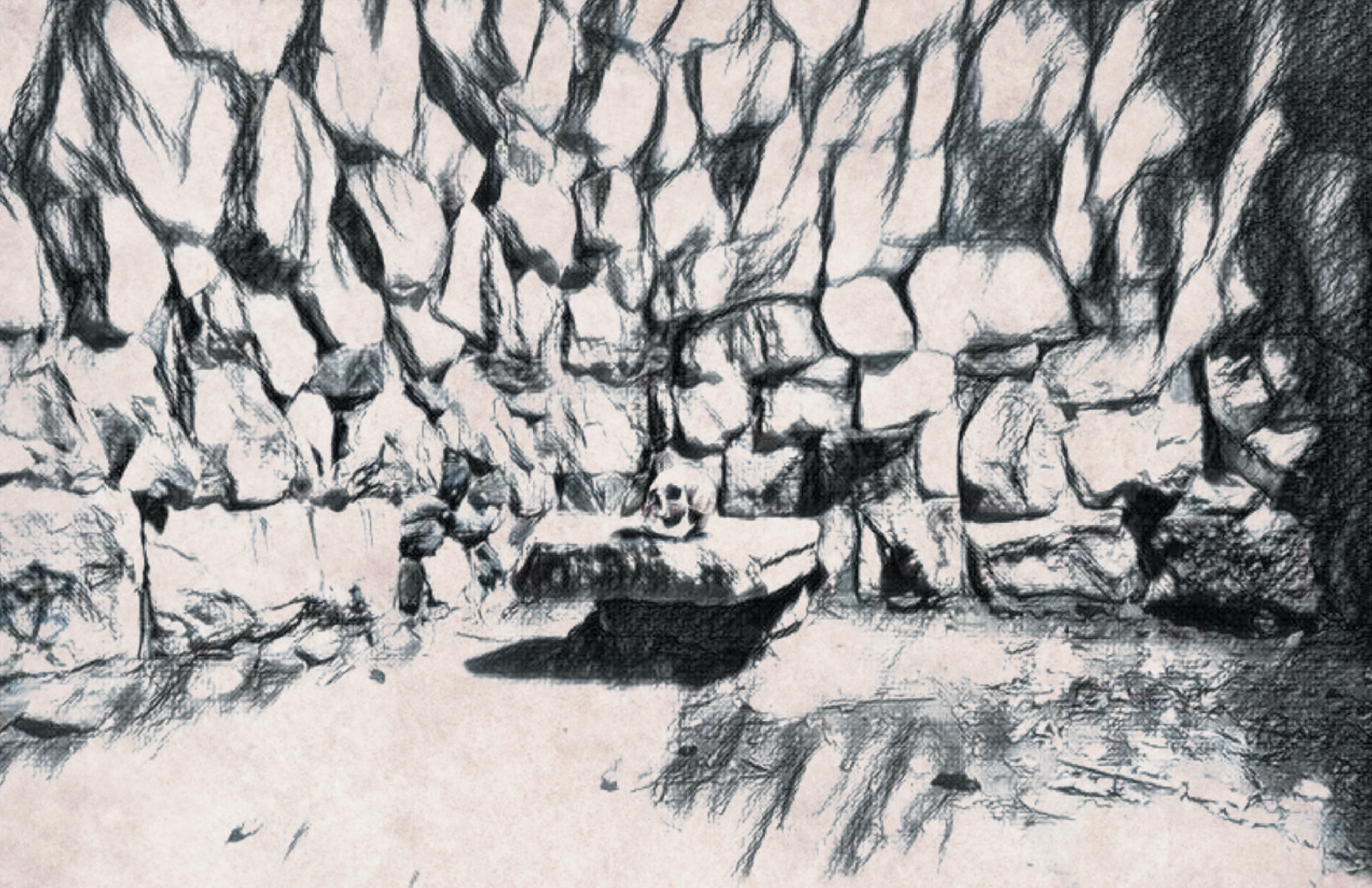
The portal drops a traveler to the endpoint of their choosing. However, since the characters do not know where those endpoints are, the portal may interpret their thoughts in unpredictable ways. Also, if the characters do not go through together, they likely end up at separate places, which could be dangerous.

Who Opened the Gate?

Monsters come in waves and seem to be endless, so eventually the characters need to just go through when they have a break, and all can go through together. Each wave is optimized for a very weak party. Adjust the arrival time of each new wave to maintain a challenge for your actual party level. This is an opportunity to battle a particular monster or an absurd concoction of monsters. A few waves based on creature type are presented here, but you are welcome to include anything you have been aching to play, the characters will enjoy battling, or use a random encounter tool.

If the characters attempt to figure out what is going on, you can use the following **Wisdom (Perception) check** or similar ability, depending on roleplaying:

DC	Discovery
5	There appears to be more creatures farther into the portal than the ones currently emerging.
10	Some of the endpoints of the portal must be protected from the other end.
15	Since there are endpoints across the multiverse, that could be a multitude of defenders.
20	Better to rush the gate and just get the hell out, or just get out of hell, as it were.



Aberration Wave

A **cloaker**, a **mind flayer arcanist**, and a **star spawn mangler** (appendix B).

Plant Wave

A **myconid sovereign**, a **shambling mound**, and a **death blossom** (appendix B).

Elemental Wave

A **fire elemental centurion** (appendix B), a **water weird**, and a **xorn**.

Conclusion The Final Twist

If the party was commissioned for the heist by Baree Keni, they might return to him for payment. If they didn't meet Baree previously, he introduces himself to them now and attempts to purchase any pages

they retrieved. In any case, he seeks them out to get the pages by one means or another. Based on information gathered on the train, the party knows that giving the pages to Baree is essentially turning them back to Asmodeus—presumably Asmodeus's plan all along. The party has the option of keeping the pages, but without an easy means to dispose of them, they will be hunted down.

If the party was transported out of Malsheem by Iriellel, they might be in a prison car on the train, in Iriellel's lab hoping that she won't turn them into Mephistopheles, or somewhere else in the Nine Hells on the run.

The party might try to use the pages to control Mephistopheles right away. Since this act would set the course for several more sessions, it is up to you to decide how to proceed. Some ideas follow below

Continuing the Adventure. Let's Twist Again

This heist might be the penultimate adventure for your party, in which case you probably have their final adventure already planned, but if you want to use this adventure as a launching point to the next one, there are a few great opportunities. Continuing from one or more of the Personal Motives will make the connection especially relevant.

The Book of Keeping

Possible further adventure can be drawn from the possession of the Book of Keeping.

It's Not Nice to Fool Asmodeus

Acting on behalf of Asmodeus, Baree Keni tries to recover the book. He has the power of Asmodeus's cultists and devils at his disposal.

The Lesser of Two Evils

As presented, Mephistopheles essentially allowed the characters to steal the Book of Keeping so he could then take it from them—an easier proposition than challenging Asmodeus. The characters are now in a race to decipher the tome so they can control Mephistopheles before he catches up with them and takes or destroys the book. If the characters don't have an immediate plan for their next step, Mephistopheles seeks them out.

What's in a Name?

The names in the Book of Keeping are yours to reveal. The party can seek to control one of the high-level yugoloths or devils whose name they now have. Controlling such

a highly intelligent and crafty being can't be simple. The target devil as presented here was Mephistopheles, but you can use any devil that has a connection to your party; maybe one that arose as an antagonist during another heist in this collection.

Hot Potato

Possessing an artifact that threatens thousands of yugoloths and a few high-level devils by its mere existence isn't all it is cracked up to be. Names from the book are incredibly valuable, but possessing the book is a death sentence. An expert capable of helping the characters interpret the book may be difficult to find and likely has their own agenda.

Portal to the Multiverse

Exiting the portal provides immediate access to the next adventure and knowing its endpoint can provide future adventuring opportunities.

Getaway-Gotaway

The portal at the base of Malsheem is said to lead to locations on all the planes, providing a multiverse of opportunity for you and the party to continue the adventure. Drop the characters out right on the path of your continuing campaign.

Two-Way Door

The portal at the base of Malsheem presumably works both ways. The party might use the location of their exit as the entrance to get back to Malsheem for more adventure or to use it as a gateway to the other endpoints. It takes guts to use Malsheem as a midway station, but your characters are up to the task.

The Anatomy of a Heist

Heists are very popular in fiction and film, but as with many genres, the translation to an adventure might require some slight adjustment to what you are used to in a heist story and in an adventure. Even so, it might be helpful to watch your favorite heist movie as you plan to run this adventure for your players. Let's take a quick look at some of the typical components and phases of a heist story and how they might be presented in an adventure. These components form the structure of this final Hellbound Heist.

Heist Components

The Prize

The prize in a heist must be comparable in value to the reputation and experience of the heist team. However, that value of the prize is measured by more than market value. The true prize is the impact to the heist team's reputation. Some of the factors that weigh in the value of the prize include: the reputation and power of the victim (the mark), the level of complexity to "pull it off," the risk and danger to overcome, and often, a personal history component (a vendetta, a comeuppance, etc.). You might prepare for a heist adventure by introducing the prize earlier in your campaign.

The Mark

The victim of a heist is known as "the mark." The best heists involve a personal connection between the mark and the heist team. As with the prize, you might introduce the mark as the object of a personal vendetta or measure of pride earlier in your campaign.

The Leader

The typical heist story involves one leader assembling a team for the heist. In an adventure, all members of the team should have an equal role in leading and pulling off the heist. It might be better to think of each character as meeting their personal goals in the heist rather than spreading the glory of the leader around—each character gets 100% of the glory they seek rather than 20% of the collective glory.

The Team

The first task in pulling off the heist is to assemble the team with the specific skills to meet the challenges of the particular heist. In the case of an adventure, unless you are building characters for a one-shot, the team is probably already set, so it is up to you to personalize the heist to the team that is already assembled. This adventure provides options to help make that possible.

The Personal Motive

Although the team assembled for the typical heist story have a common goal, each member of the team might have a personal motive. Some join the team to end their career with the "big one," some out of loyalty to the leader, and for some, it is really about the money, but each for a different reason. In particular, the leader always has an ulterior, "more than the money," motive. In a roleplaying adventure heist, every character should have a similar motive. Obviously, it is best if you can draw on each character's history for that motive. In any case, this ulterior motive should not conflict with the primary goal of the heist but compliment it.

The Device

Heists often rely on some technological assistance, a device that helps the team overcome a challenge that is otherwise insurmountable.

The Complication

A good heist story always involves complications, usually at each phase of the heist. In an adventure, complications can arise from a swing in die rolls between the characters and the DM, but this swing might not be trusted to provide all the tension. Each phase may include suggested complications.

The Twist

A heist always has a plot twist that the audience doesn't expect. Often, the heist team (or at least the leader) had planned the twist all along. While it is possible (and you should encourage) your characters to include a twist in their plan, it may not rise to the level of satisfaction that is normally derived from the twist, so a twist that surprises the players may be advised. Sometimes the twist is how the heist intersects with the plans of the mark or other key character outside the team. This type of twist is easier to incorporate into an adventure.

Heist Phases

The Plan

A heist always has a significant planning phase and, while it isn't unusual for roleplayers to pause an adventure to debate what to do next, this activity is usually not the best part of roleplaying. In this adventure, the characters have a chance to plan out the heist and apply their abilities to the specific challenges. It is up to you to reward good planning (for example: giving advantage on rolls for actions that fit into the plan), but the adventure provides some ideas on how to do that.

The Rehearsal

As the plan comes together, the heist team stages a rehearsal, or many trial executions, to test the plan. In a heist movie, this phase of the heist is usually shown as a montage—showing the level of complexity and

conditions accounted for without boring the viewer with repetition. In an adventure, there are a few encounters leading up to the final one. Treat these as the rehearsal, as having specific bearing on the final encounter, not just resource drain or loot drops.

The Heist

Finally, with the right skills, plan, and preparation, the team is ready to pull off the heist. Although a good plan is no guarantee of a trouble-free execution, it should be rewarded during the heist, particularly for how it accounts for unforeseen complications. All that planning is critical because once the heist starts, the team is on a timer to complete it.

The Getaway

The getaway is often a small part of the heist execution, but it can be exciting in its own right, resulting in iconic scenes for some heist movies. It is typical for an adventure to conclude very quickly after the climactic battle with the BBEG, but there is still room for a getaway encounter, which can also provide an opportunity to reveal the twist.



Nessus: Maps

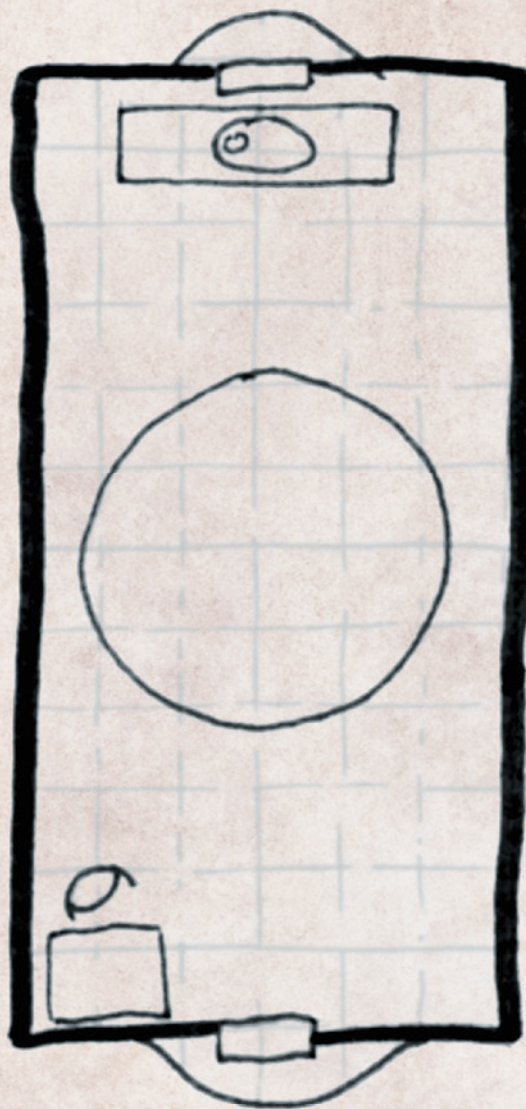
Trains

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Asmodeus's
Private Pullman

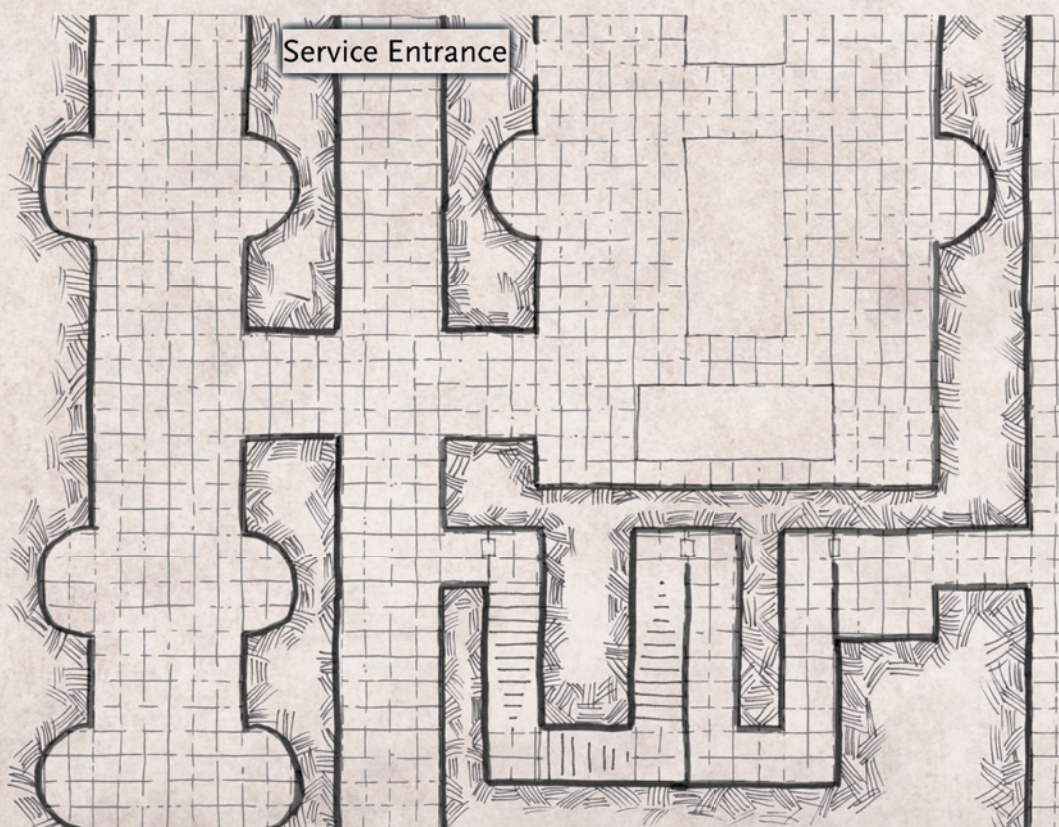
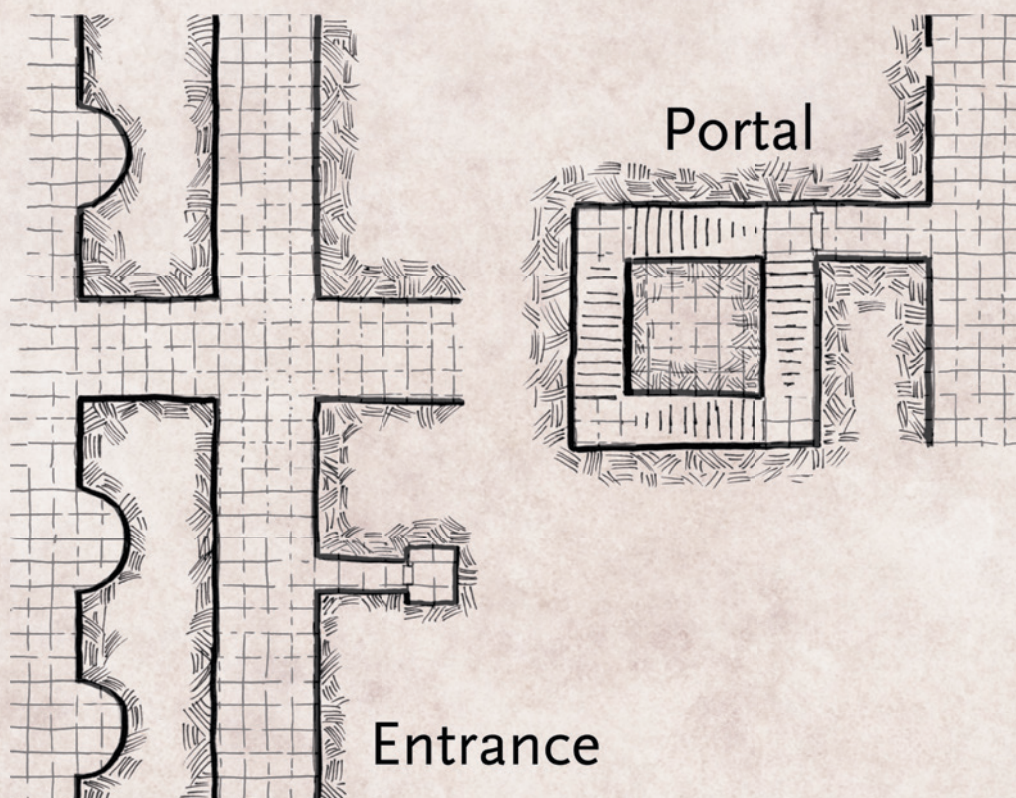


Teleportation
Lab



Entrance and Portal

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APPENDIX A: MAGIC ITEMS

Alchemy Set +2

Wonderous Item, rare

Any ability checks made using these tools add +2 to the result.

Angel Mask

Wonderous Item, Very Rare (requires attunement)

This white mask covers the eyes, a pair of feathered wings line the wearer's cheeks. A

golden, unbreakable string holds the mask in place. While attuned to this mask, the wearer has resistance to radiant and psychic damage.

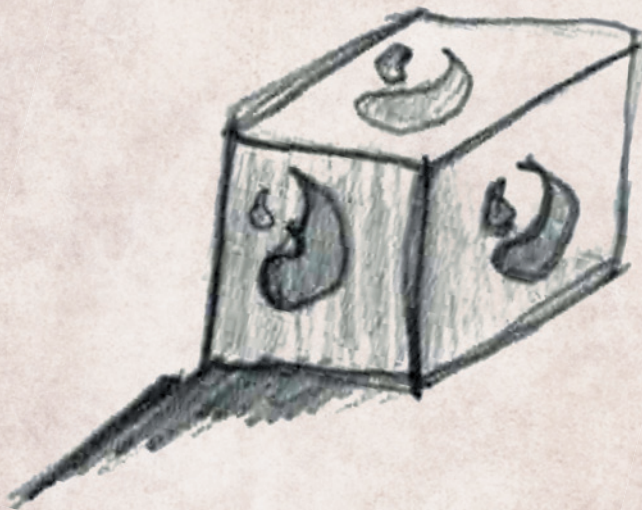
Once per day, the wearer may magically polymorph into a celestial that has a challenge rating equal to or less than 5. It reverts to its true form if it dies, or if it uses a bonus action to cancel the effect. Any equipment it is wearing or carrying is absorbed or borne by the new form (the wearer's choice). In a new form, the wearer retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Bandage of Gruumsh

Wonderous Item, uncommon

Creatures wearing the bandage of Gruumsh have advantage on the first saving throw they make after completing a short or long rest. If the creature wearing this item is





of orcish descent, they also gain temporary hit points equal to half their level when they complete a short or long rest.

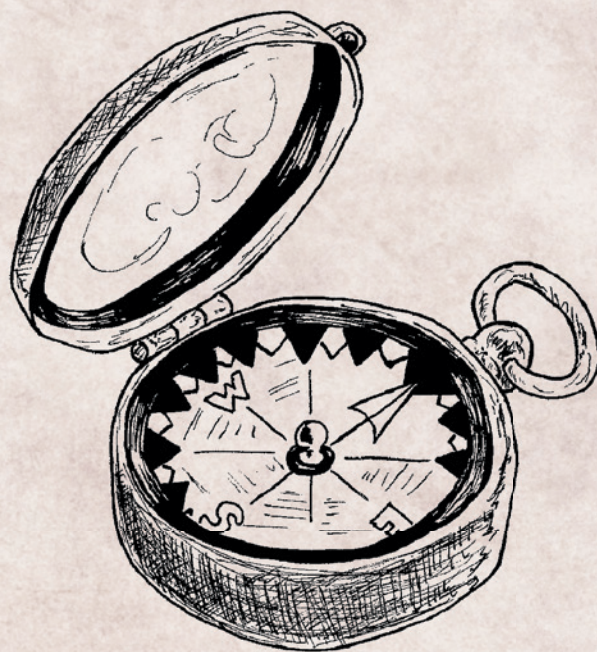
Blackfire Cube

Wonderous Item, legendary

This black, metallic cube is about the size of a playing die. Blackfire combusts when exposed to heat or if it comes into violent contact with a surface. This cube must be immobilized in a storage container no warmer than room temperature. If a blackfire cube is subjected to heat or hits a hard surface, it combusts.

As an action, you can hurl a cube of blackfire up to 60 feet, causing it to explode on impact. Make a ranged Attack against a creature, treating the blackfire as an Improvised Weapon. On a hit, the target takes 21 (6d6) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 15 Dexterity check to extinguish the flames. This damage ignores resistance and immunity to fire damage. A creature killed by blackfire leaves only a pile of white ash.

Blackfire automatically disintegrates a Large or smaller nonmagical object or a



creation of magical force. If the target is a Huge or larger object or creation of force, blackfire disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this substance.

After using the cube, it is destroyed.

Compass of Plane Shifting

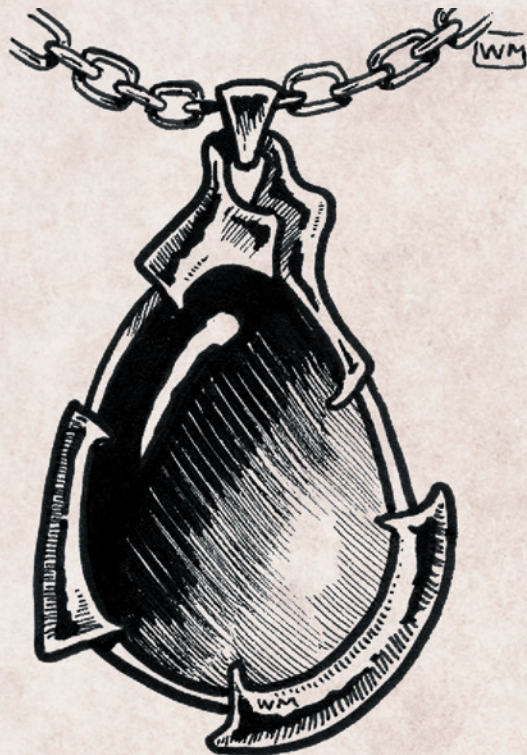
Wonderous item, very rare (requires attunement)

While holding the compass, you can use an action to cast the plane shift spell. The compass cannot be used again until 3 days have passed. This compass has small gems inset around its round border. When a creature is attuned to this item, the gems will illuminate pointing in the direction of its owner, seeking to be reunited with them.

Devils' Post Box

Wonderous Item, rare

The Devils' Post Box is a special box used to transport small items (3 lbs. or less) from one person to another. Runes specific to a person may be inscribed upon the box that allow the transfer of an item to another. There can be more than one set of runes on a box at a time.



To use the box:

1. The runes must be on the box
2. The item is placed into the box
3. The name of the person, to which the item is to be sent to, is spoken.

When an item has been sent to your box, a bell, chime, or other noise quietly echoes from the box.

Disc of Teleportation

Wonderous Item, varies

When created, a Disc of Teleportation possesses a number of charges based on the rarity. An uncommon disc has 2 charges. A rare disc has 4, a very-rare disc has 8 and a

legendary disc has 10. A disc normally looks like a bangle, ring, or other circular metal hoop.

A creature who uses the disc need only speak the name of the location they wish to teleport to aloud and place the disc on the ground. It expands in a 25-foot radius and creates a magical bridge close to the location (within 1d8 hours of travel). At the destination, an identical ring appears. As long as this bridge exists, neither disc can be picked up or moved. A command word breaks this connection, causing the disc to shrink to whatever its normal size happens to be.

When a command word is spoken, a charge is expended and any creatures standing in one of the rings is teleported immediately to the other location.

Dispater's Favor

Wonderous Item, uncommon

A Baatorian green steel amulet depicting the emblem of the City of Dis. It grants advantage on Persuasion and Intimidation checks made against devils.

Fire Spitter

Wand, uncommon

This wand allows the wielder to cast the firebolt cantrip at their character level. Intelligence is the spellcasting modifier for the spell.

Hag in a Jar

Wonderous Item, very rare

A decapitated hag's head is preserved in a jar of fluid preserve. The hag isn't dead, but it's not alive either.



Once per day, as a free action you can speak the hag's name. She opens her eyes and turns her head around for 1 minute. During this time, on your turn the hag casts one random spell on random targets she can see within 30 feet, excluding you. If a previously cast spell requires concentration, that spell ends. Roll 1d10 and consult the following table to discover what happens.

The hag's spellcasting ability is Charisma (Spell save DC 12, Spell attack bonus +4). She can see in all directions, She can't speak and can't understand any language.

d10 Spell

- | | |
|----|-----------------|
| 1 | Nothing happens |
| 2 | Dancing lights |
| 3 | Eldritch blast |
| 4 | Light |
| 5 | Arms of Hadar |
| 6 | Bane |
| 7 | Witch bolt |
| 8 | Darkness |
| 9 | Invisibility |
| 10 | Fear |

Hellfire Harpoon

Weapon (spear), very rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon. The harpoon has 3 charges. While attuned to this weapon, you can use a bonus action to speak its command word and expend a charge, igniting the spear for one minute, or until the harpoon hits with an attack. While the harpoon is ignited, upon a successful hit, it deals an additional 27 (5d10) fire damage. If the target is a creature or a flammable

object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. The harpoon regains all its charges daily at dawn.

Curse. This item is cursed, a fact that is revealed only when an identify spell is cast on the harpoon or you attune to it. You have vulnerability to cold damage and have disadvantage on saving throws against magical effects and spells that deal cold damage. Unequipping the harpoon fails to end the curse.

Hellfire Lamp

Wonderous Item, uncommon

The light from this lamp comes from an infernal flame that is not extinguished when immersed in water. It gives off light and heat like an oil lamp, but its light is perpetual and must be shuttered to be hidden. It sheds constant, bright light to a 15-foot radius and dim light to a 30-foot radius.





Horns of Disguise

Wonderous Item, rare

Horns of disguise are harvested from deceased devils. While wearing these horns, you can use an action to cast the disguise self spell from it at will, appearing as the devil from which the horns were scavenged.

Horns of disguise rapidly decay. The horns disintegrate one hour after casting *disguise self*.

A creature who wears horns of disguise can see through any illusion created by horns of disguise. Instead, the creature sees the horns burning down like candles, displaying the remaining useful life of the item.

Any creature can harvest Horns of Disguise from a devil that has been dead for no longer than 1 minute. Doing so requires a successful on a DC 27 Intelligence (Arcana) check. For devils dead longer than 1 minute, the regular methods for crafting magic items will still work.

Lich's Finger

Wonderous Item, very rare (attunement required)

The lich's finger when attuned, slowly wraps itself around the finger of its wielder

like a ring. While worn, it gives the wielder the following abilities:

- It acts like a ring of spell storing.
- Legendary Resistance (1/Day). If the creature who attuned to the lich's finger fails a saving throw, it can choose to succeed instead.

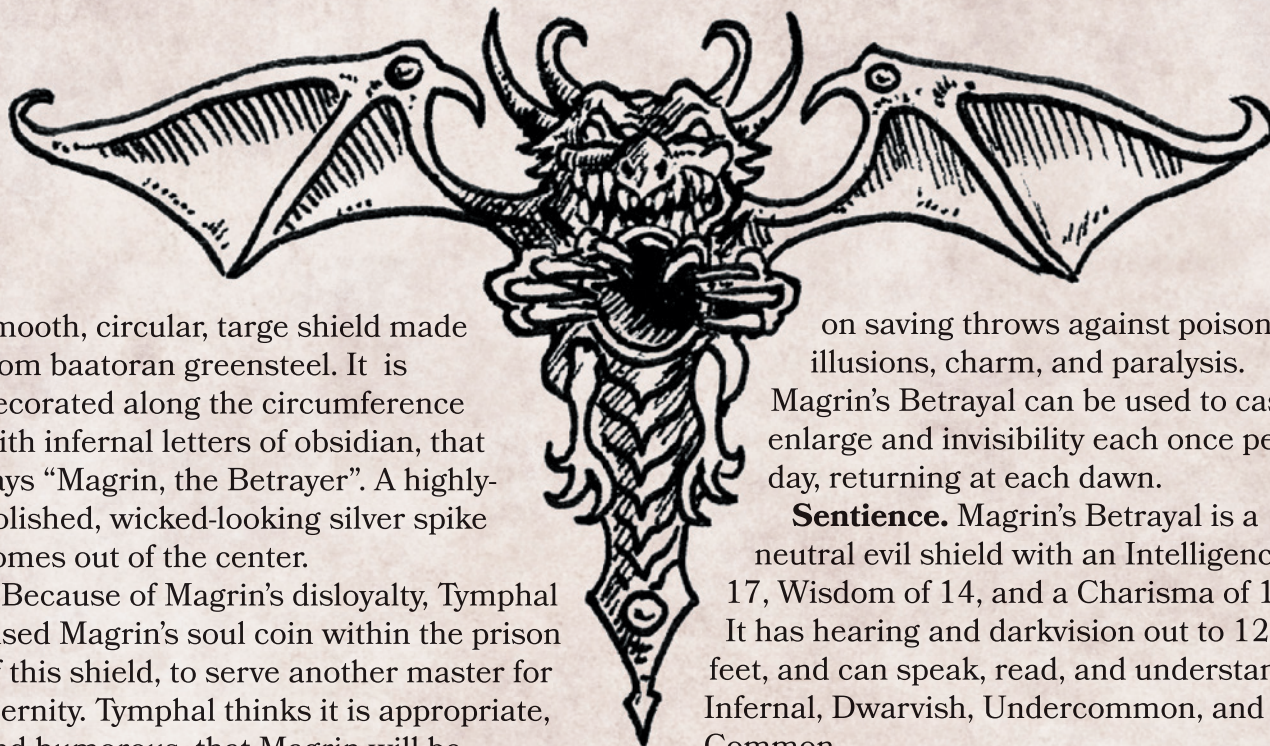
Light Crossbow of Vial Shot

Weapon (light crossbow), uncommon

This crossbow is modified to shoot vials or syringes, rather than bolts. Instead of loading it with bolts, you choose one potion or poison from your inventory. If you attack a target, they are affected by the vial or potion as though they had been struck with it or had imbibed it, as appropriate. The damage or healing is based on the item you choose. All other statistics for the crossbow are the same.

Magrin's Betrayal

Magrins' Betrayal is a sentient shield made by an archdevil of Phlegethos, Tymphal, that houses the soul coin of Magrin, his once loyal assistant. It is an exquisitely made,



smooth, circular, large shield made from baatoran greensteel. It is decorated along the circumference with infernal letters of obsidian, that says “Magrin, the Betrayer”. A highly-polished, wicked-looking silver spike comes out of the center.

Because of Magrin’s disloyalty, Tymphal fused Magrin’s soul coin within the prison of this shield, to serve another master for eternity. Tymphal thinks it is appropriate, and humorous, that Magrin will be continually struck for the remainder of his days, serving a mortal master.

Magrin’s Betrayal

Armor (spiked shield), legendary (requires attunement)

While holding this spiked shield, you have a +2 bonus to AC. This bonus is in addition to the shield’s normal bonus to AC. This shield also counts as a light weapon for anyone proficient with shields, and can deal 1d6 damage.

Abilities. The bearer of this shield is imbued with the essence of the duergar. Any creature attuned to this item has advantage

on saving throws against poison, illusions, charm, and paralysis.

Magrin’s Betrayal can be used to cast enlarge and invisibility each once per day, returning at each dawn.

Sentience. Magrin’s Betrayal is a neutral evil shield with an Intelligence of 17, Wisdom of 14, and a Charisma of 10. It has hearing and darkvision out to 120 feet, and can speak, read, and understand Infernal, Dwarvish, Undercommon, and Common.

Personality. Magrin is furious with his new purpose, so his new ambition is to destroy fiends of any type, as they ultimately led to his new, cursed existence. It shouts duergar curses and battle cries when fighting fiends, and laughs and utters jokes when it watches a devil die.

If the owner of this shield does not attack a fiend that Magrin’s Betrayal sees, they must make a successful DC 12 Charisma saving throw, or gain the flaw “I must attack every fiend that I see” for 1d12 hours. If the wielder takes damage during this time from a devil, it can repeat the saving throw, ending the flaw on a success. This ability can only be attempted once per day.



Pendant of Locate Object

Wonderous Item, uncommon

A pendant that stores a locate object spell tailored to a specific object. It can be cast once by anyone able to pronounce the words.

You sense the direction to the object’s location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

This spell can’t locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.



Ramashka's Business card

Wonderous Item, very rare

A pearlescent paper card from the arcanaloth lawyer Ramashka. Anyone reading this card sees the text in their native language. The card can be burned to summon Ramashka and ask her three questions about the laws of the multiverse. Ramashka has great knowledge of the legal web that binds the cosmos together, and she will be able to answer most questions as long as they are related to some document or contract.

Taming Rod

Wonderous Item, rare (requires attunement)

This rod has 5 charges. It regains 1d4+1 charges daily at dawn.

As an action, you can expend one of the rod's charges by touching it to a creature within 10 feet of you. The target must make a DC 15 Constitution saving throw. On a failure, the creature takes 13 (3d8) lightning damage and is forced 5 feet away from you. On a success, the target takes half damage and does not move.

Tymphal's Embrace

Wonderous Item, very rare (requires attunement)

While wearing these bracers, you gain a +3 bonus to AC if you are wearing no armor and using no shield.

Virtues of the Devilkind. You gain the following benefits while wearing Tymphal's Embrace:

- You have resistance to fire damage.
- You have advantage on saving throws against spells and magical effects.
- You can speak infernal fluently.

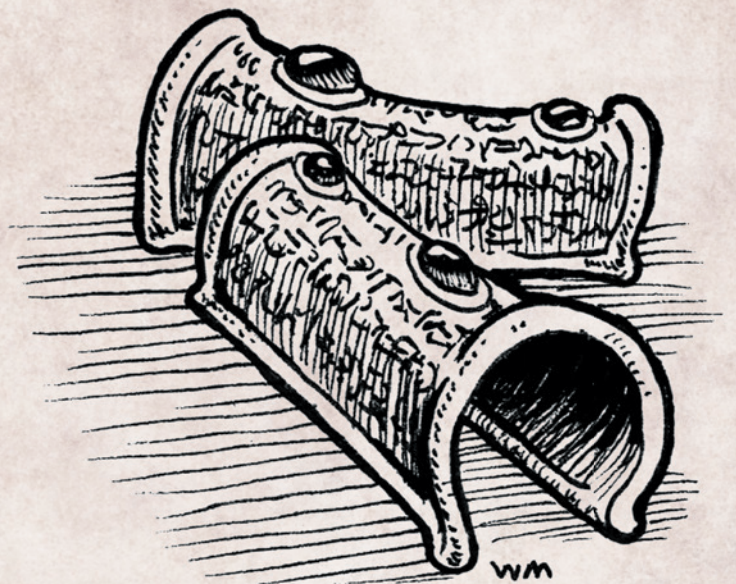
Flaw. While attuned to Tymphal's Embrace, you gain the following flaw: "I will never fully trust anyone other than myself."

War Wagon of Gruumsh

Wonderous Item, legendary

The War Wagon of Gruumsh is a chromed death machine. Manufactured like any other infernal war machine, it was designed to consume fiends and use their blood for fuel. Unfortunately, if the War Wagon becomes too full of fuel, the blood inside can coagulate into a blood fiend (see appendix A).

The exact nature of 'too much fuel' is used as a complication in the adventure The Avernus Job but the DM should feel free to utilize this mechanic in any way they see fit. Each time it consumes a fiend, the vehicle makes a Constitution saving throw. The DC is equal to 10 plus the total amount of fuel units in the tank. Failure indicates the tank empties itself onto the ground and a blood fiend is created.





WAR WAGON OF GRUUMSH

Huge Land Vehicle

Creature Capacity 8 medium creatures

Cargo Capacity 1 tonne

Armor Class 17

Hit Points 120 (damage threshold 10; If a single source of damage fails to exceed this threshold, it is ignored).

Mishap Threshold 35 (If a single source of damage exceeds this threshold, the war wagon suffers a mishap).

Speed 50 ft. (this becomes 100 ft. as long as there is at least 1 unit of blood in the fuel tank. Each hour of transit consumes 1 unit of blood).

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	0 (-5)	0 (-5)	0 (-5)

Damage Resistances cold, psychic, bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered.

Damage Immunities fire, poison

Condition Immunities blinded, charmed, deafened, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious.

STATIONS

Helm. A character at the helm station can perform the following:

Basic Maneuver: A character at the helm station can use all of their movement to move the vehicle at its speed. During this movement, they can take two turns up to 90 degrees.

Attack Maneuvers. A character at the helm station can perform the following:

Catch Fiend. Move up to the vehicles speed in a straight line. If the vehicle enters the space of a large or smaller creature, that creature must make a DC 18 Dexterity saving throw. On a success they are pushed directly away from the War Wagon by 5 feet. On a failure it falls prone and takes 21 (6d6) bludgeoning damage. If the creature is a fiend, it must succeed on a Constitution saving throw with a DC equal to the damage. On a failure, the catcher consumes the creature in a messy fashion. This adds a number of units of fuel to the fuel tanks equal to the CR of the creature.

Weapons Platforms. A character at the weapon station can perform the following:

Crossbow. *Melee Weapon Attack:* +6 to hit, range 90 ft., one target. *Hit:* 19 (3d12) piercing damage. As long as the war wagon has blood in the fuel tank, this attack is magical.

FUEL TANK

The fuel tank is a special container that resides within the vehicle. Characters who bring a fiend to 0 hit points can fill the tank with a number of units equal to the CR of the creature. Only fiend blood can power the War Wagon.

If the fuel tank reaches 16 or more units, the vehicle stops completely and the tank vents all fuel through the vehicle. Blood sprays out of the vehicle and coagulates into a Blood Fiend.

FIEND BLOOD

Unlike the Infernal War Machines some devils ride, the War Wagon instead can utilize the fuel in its tank to increase the actions those mounted in the War Wagon can take:

- The War Wagon makes a 90 degree turn. This uses one unit of fuel.
- The War Wagon advances forward. This consumes up to 3 fuel units. The war wagon moves forward 10 feet for each unit consumed.
- The crossbow deals an additional 10 points of force damage. This uses one unit of fuel.
- The War Wagon regains 20 hit points. This uses two units of fuel.
- The crossbow attacks with advantage.

Whistle of the Hell Hounds

Wondrous Item, very rare (requires attunement)

When the whistle is blown, an imperceptible sound emanates from the whistle in a 50 ft. radius. The owner gains proficiency in Animal Handling, and if the target is within range, also gains advantage on any Wisdom (Animal Handling) ability checks.

The whistle also allows the owner to cast fire breath, once per long rest.

APPENDIX B: MONSTERS

Abishai

The abishai are devils who have draconic traits, working for Tiamat from her prison in Avernus. When first created, they resemble a horned devil with wings, horns, and tails who simply share the colors of dragons. Over time, they grow to gain long tendrils from their heads and more draconic features (as described here).

Black Abishai

One of the draconic devil troops crafted by Tiamat, black abishai resemble their larger kin with large sweeping horns and a skull-like shape. Standing upright, their tails aid in helping them balance as they move about. Black Abishai excel in subterfuge and assassination.



BLACK ABISHAI

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	16 (+3)	11 (+0)

Saving Throws Dex +6, Wis +6

Skills Perception +6, Stealth +6

Damage Immunities acid, fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 7 (2900 XP)

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

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

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

Shadow Stealth. While in dim light or darkness, the abishai can take the Hide action as a bonus action.

ACTIONS

Multiattack. The abishai makes three attacks: two with its scimitar and one with its bite.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 9 (2d8) acid damage.

Creeping Darkness (Recharge 6). The abishai casts *darkness* at a point within 120 feet of it, requiring no components. Wisdom is its spellcasting ability for this spell. While the spell persists, the abishai can move the area of darkness up to 60 feet as a bonus action.

Blue Abishai Researcher

Resembling a blue dragon by having a large horn jutting out of its nose. With hair like tendrils that belong to all abishai, the researcher possesses a unique crossbow used to fire potions or alchemical vials at a greater range than normal.

BLUE ABISHAI RESEARCHER

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)

Hit Points 130 (18d8 + 31)

Speed 30 ft., fly 50 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	20 (+5)	19 (+4)	16 (+3)

Saving Throws Int +8, Wis + 7

Skills Arcana +8

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered

Damage Immunities fire, lightning, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Spellcasting. The abishai is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The abishai has the following wizard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *message*, *minor illusion*, *shocking grasp*

1st level (4 slots): *charm person*, *chromatic orb*, *disguise self*, *expeditious retreat*, *magic missile*, *thunderwave*

2nd level (3 slots): *darkness*, *mirror image*, *misty step*

3rd level (3 slots): *dispel magic*, *fear*, *lightning bolt*

4th level (3 slots): *dimension door*, *greater invisibility*, *ice storm*

5th level (2 slots): *cone of cold*, *wall of force*

6th level (1 slot): *chain lightning*

7th level (1 slot): *teleport*

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

Magical Resistance. The abishai has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The abishai makes three attacks: two with its fire spitter and one with its bite or potion throw.

Fire Spitter. Ranged spell attack. +9 to hit, The Abishai uses the firespitter to casts the firebolt cantrip causing 11 (2d10) damage. Intelligence is the spellcasting ability modifier.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 8 (1d10 +3) piercing damage plus 9 (2d8) acid damage.

Potion Throw (3/Day each). The abishai has the following three potions equipped, which he can throw at any point he can see within 30 feet. Each creature within a 10-foot radius of the target must succeed on a DC 16 Dexterity saving throw or suffer the effects of the potion.

- **Poison Burst.** On a failed save creatures take 21 (6d6) poison damage and are poisoned until the end of their next turn.
- **Fire Cloud.** On a failed save creatures take 35 (10d6) fire damage.
- **Blood Drive.** On a failed save creatures take 10 (3d6) necrotic damage and all attacks against the creature have advantage until the end of their next turn.

LEGENDARY ACTIONS

The abishai 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 abishai regains spent legendary actions at the start of his turn.

Attack. The abishai makes one attack with its fire spitter.

Potion Throw (Cost 2 Actions). The abishai can throw one of its equipped potions.

Green Abishai

Crested with a large dorsal fin parting their head tentacles, the green abishai are quite dexterous and charismatic. Whenever Tiamat needs a diplomat, she sends a green abishai.

GREEN ABISHAI

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 187 (25d8 + 75)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	17 (+3)	12 (+1)	19 (+4)

Saving Throws Int +8, Cha +9

Skills Deception +9, Insight +6, Perception +6, Persuasion +9

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 15 (13,000 XP)

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

Innate Spellcasting. The abishai's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *alter self*, *major image*

3/day each: *charm person*, *detect thoughts*, *fear*

1/day each: *confusion*, *dominate person*, *mass suggestion*

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

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

ACTIONS

Multiattack. The abishai makes two attacks, one with its claws and one with its longsword, or it casts one spell from its Innate Spellcasting trait and makes one claw attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Red Abishai

The most powerful of their kind, the red abishai are quite fearsome. Strong as a giant with a hide like a dragon, the red abishai lead others into battle. Their command over dragons (of all sorts) is also a terrifying trait, as even goodly dragons could be turned to their cause with only a command.

RED ABISHAI

Medium fiend (devil), lawful evil

Armor Class 22 (natural armor)

Hit Points 255 (30d8 + 120)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Str +12, Con +10, Wis +8

Skills Intimidation +10, Perception +8

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 19 (22,000 XP)

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

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

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

ACTIONS

Multiattack. The abishai can use its Frightful Presence. It also makes three attacks: one with its morningstar, one with its claw, and one with its bite.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (5d10 + 6) piercing damage plus 38 (7d10) fire damage.

Frightful Presence. Each creature of the abishai's choice that is within 120 feet and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the

end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the abishai's Frightful Presence for the next 24 hours.

Incite Fanaticism. The abishai chooses up to four of its allies within 60 feet of it that can see it. For 1 minute, each of those allies makes attack rolls with advantage and can't be frightened.

Power of the Dragon Queen. The abishai targets one dragon it can see within 120 feet of it. The dragon must make a DC 18 Charisma saving throw. A chromatic dragon makes this save with disadvantage. On a successful save, the target is immune to the abishai's Power of the Dragon Queen for 1 hour. On a failed save, the target is charmed by the abishai for 1 hour. While charmed in this way, the target regards the abishai as a trusted friend to be heeded and protected. This effect ends if the abishai or its companions deal damage to the target.

White Abishai

The lowest ranking of the abishai, the savage warriors fight on the front lines for Tiamat. Her soldiers are incredibly strong yet they possess strong defenses. The most notable physical trait is their crest on their heads.

WHITE ABISHAI

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str +6, Con +7

Damage Immunities cold, fire, poison

Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 19 (22,000 XP)

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

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

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

Reckless. At the start of its turn, the abishai can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The abishai makes two attacks: one with its longsword and one with its claw.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) cold damage.

Amnizu

With their stubby wings and tall statue, most amnizu are recognizable from quite a distance. Their bald heads and pig-like faces give them a frightening appearance, their jobs include leading the abishai into battle, guarding the River Styx, and bringing new souls to hell.

AMNIZU

Medium fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 202 (27d8 + 81)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	20 (+5)	12 (+1)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +10

Skills Perception +7

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Infernal, telepathy 1,000 ft.

Challenge 19 (22,000 XP)

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



Baree Keni

A drow cultist who follows Asmodeus, Baree is a consummate manipulator which isn't uncommon for the Drow or for infernal cultists. Being a trusted follower of Asmodeus keeps Baree quite occupied.

BAREE KENI

Medium humanoid (drow), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common, Deep Speech, Elvish, Infernal, and Undercommon

Challenge 18 (20,000 XP)

Fey Ancestry. Baree Keni has advantage on saving throws against being charmed, and magic can't put him to sleep.

Magic Resistance. Baree Keni has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. Baree Keni has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when he, the target of his attacks, or whatever he is trying to perceive is in direct sunlight.

Innate Spellcasting. Baree Keni's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. Baree Keni is a 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Baree Keni can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stonewood**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

Innate Spellcasting. The amnizu's innate spellcasting ability is Intelligence. The amnizu can innately cast the following spells, requiring no material components:

At will: *charm person*, *command*

3/day each: *dominate person*, *fireball*

1/day each: *dominate monster*, *feeblemind*

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

ACTIONS

Multiattack. The amnizu uses Poison Mind. It also makes two attacks: one with its whip and one with its Disruptive Touch.

Taskmaster Whip. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 33 (6d10) force damage.

Disruptive Touch. Melee Spell Attack: +11 to hit, reach 5 ft., one target. Hit: 44 (8d10) necrotic damage.

Poison Mind. The amnizu targets one or two creatures that it can see within 60 feet of it. Each target must succeed on a DC 19 Wisdom saving throw or take 26 (4d12) necrotic damage and is blinded until the start of the amnizu's next turn.

Forgetfulness (Recharge 6). The amnizu targets one creature it can see within 60 feet of it. That creature must make a DC 18 Intelligence saving throw and on a failure the target is stunned for 1 minute. A stunned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target remains stunned for the full minute, it forgets everything it sensed, experienced, and learned during the last 5 hours.

7th level (1 slot): *teleport*
8th level (1 slot): *mind blank**
9th level (1 slot): *time stop*

Baree Keni casts these spells on himself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Batheron

Batheron is an up-and-coming horned devil, who is not easily tricked. He is rude, unrefined, and raucous. He loves to belittle and humiliate anyone he talks to.

BATHERON

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 273 (26d10 + 130)

Speed 25 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Str +10, Dex +8, Wis +7, Cha +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

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.

ACTIONS

Multiattack. The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an

infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. *Ranged Spell Attack:* +8 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Bone Whistle (Recharge 5-6). Batheron uses his whistle to create a signal for 1d4 spined devils to descend from the sky, and take action against the party.

Berbalang

A thin, almost gaunt, creature with leathery skin and wide wings. Their sharp claws and thin teeth are as fearsome as any fiend.

BERBALANG

Medium aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 38 (11d8 - 11)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	9 (-1)	17 (+3)	11 (+0)	10 (+0)

Saving Throws Dex +5, Int +5

Skills Arcana +5, History +5, Insight +2, Perception +2, Religion +5

Senses truesight 120 ft., passive Perception 12

Languages all, but rarely speaks

Challenge 2 (450 XP)

Spectral Duplicate (Recharges after a Short or Long Rest). As a bonus action, the berbalang creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. While the duplicate exists, the berbalang is unconscious. A berbalang can have only one duplicate at a time. The duplicate disappears when it or the berbalang drops to 0 hit points or when the berbalang dismisses it (no action required). The duplicate has the same statistics and knowledge as the berbalang, and everything experienced by the duplicate is known by the berbalang. All damage dealt by the duplicate's attacks is psychic damage.

Innate Spellcasting. The berbalang's innate spellcasting ability is Intelligence. The berbalang can innately cast the following spells, requiring no material components:

At will: *speak with dead*

1/day: *plane shift* (self only)



ACTIONS

Multiattack. The berbalang makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Bifericus

Abnormally for a dire troll, Bifericus is quite intelligence as a librarian and book keeper for Fierna. His passions include mathematics, arithmetic, reading, and writing. Like others of his kind, Bifericus has absorbed a few other trolls and has many excessive and redundant body parts.

BIFERICUS

Huge giant (dire troll), neutral evil

Armor Class 15 (natural armor)

Hit Points 172 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	14 (+2)	11 (+0)	5 (-2)

Saving Throws Wis +5, Cha +2

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks from nonmagical attacks

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Infernal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Keen Senses. The troll has advantage on Wisdom (Perception) checks that rely on smell or sight.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The troll dies only if it is hit by an attack that deals 10 or more acid or fire damage while the troll has 0 hit points.

ACTIONS

Multiattack. The troll makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 5 (1d10) poison damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Whirlwind of Claws (Recharge 5–6). Each creature within 10 feet of the troll must make a DC 19 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one.

Blood Fiend

Resembling a giant water elemental made of blood, the blood fiend is a force of pure hatred and destruction. The surface of the blood fiend constantly shifts and bobs with faces appearing and disappearing at random.

BLOOD FIEND

Huge fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +8

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing damage from non-magical attacks that aren't silvered

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 8

Languages -

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the blood fiends' vision.

Liquid Form. The blood fiend can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Magic Resistance. The blood fiend has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The blood fiend makes two slam attacks.

Slam Attack. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning.

Whelm. Each creature in the blood fiend's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe blood. If the saving throw is successful, the target is pushed out of the fiend's space. The fiend can grapple one Huge creature, two Large, or up to four Medium or smaller creatures at one time. At the start of each of the fiend's turns, each target grappled by it takes 15 (2d10 + 4) bludgeoning damage. A creature within 5 feet of the fiend can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

REACTIONS

Hostage. As a reaction to being attacked, the Blood Fiend can impose disadvantage on the attack. If the attack misses, it hits a creature inside the blood fiend's space provided that attack could hit that creature.



Bloodhound

Somewhat resembling a minotaur but instead of a face, a large mouth stretches from cheek to cheek. Hellhounds are excellent trackers, but they're mediocre at sniffing out signees who can mask their trail with illusion magic or hide through a spell like Mordenkainen's private sanctum. Deep in the lorehouses of frigid Cania, servants of the archdevil Mephistopheles sought to remedy this problem by experimenting on hellhounds with ancient magic. The result was the bloodhound, a brutish tracker with a nose calibrated to arcane violators. When it's in range, the olfactory glands of a bloodhound's snout are capable of disrupting magical nondetection and illusions.

BLOODHOUND

Medium monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 76 (12d8 + 22)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	15 (+2)	15 (+2)	6 (+-2)	13 (+1)	6 (-2)

Saving Throws Str +6, Con +4

Skills Perception +7, Survival +7

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsense 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The bloodhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The bloodhound has advantage on an attack roll against a creature if at least one of the bloodhound's allies is within 5 feet of the creature and the ally isn't incapacitated.



Planar Tracker. The bloodhound knows the most direct path to a tracked creature. If the creature is not on the same plane of existence as the bloodhound, it knows the closest arcane portal to that plane.

ACTIONS

Multiattack. The bloodhound makes two attacks: one with its hoof and one with its bite.

Hoof. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) fire damage.

Snot (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range (20/60), one creature. *Hit:* The creature is restrained. A creature can use its action to make a DC 14 Strength check, freeing itself or a creature within its reach on a success.

Cadaver Collector

Constructs built to scavenge battlefields for the dead, impaling the corpses unto their own bodies. Once they've collected enough corpses, they return home with necromancy fuel in tow.

CADAVER COLLECTOR

Large construct, lawful evil

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	5 (-2)	11 (+0)	8 (-1)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from non-magical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages but can't speak

Challenge 14 (11,500 XP)

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

Summon Specters (Recharges after a Short or Long Rest). As a bonus action, the cadaver collector calls up the enslaved spirits of those it has slain; 1d6 specters (without Sunlight Sensitivity) arise in unoccupied spaces

within 15 feet of the cadaver collector. The specters act right after the cadaver collector on the same initiative count and fight until they're destroyed. They disappear when the cadaver collector is destroyed.

ACTIONS

Multiattack. The cadaver collector makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 16 (3d10) necrotic damage.

Paralyzing Breath (Recharge 5-6). The cadaver collector releases paralyzing gas in a 30-foot cone. Each creature in that area must make a successful DC 18 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

The Canian Hellfire Limited

The animated engine pulling the Canian Hellfire, many of the same techniques used to create hellfire engines but in this case the Canian can attack creatures inside it. From the outside it resembles an armored train engine with wide curving horns.

THE CANIAN HELLFIRE LIMITED

Huge construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 216 (16d12 + 112)

Speed 40 ft. (160 ft. if on rails)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	24 (+7)	2 (-4)	10 (+0)	1 (-4)

Saving Throws Dex +8, Wis +5, Cha +0

Damage Immunities fire, poison

Damage Resistances cold, psychic; bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered

Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, poisoned, restrained, unconscious

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 16 (15,000 XP)

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

Magic Resistance. The Canian Hellfire Limited has advantage on saving throws against spells and other magical effects.

Interior. Up to 8 medium sized creatures can fit inside the Canian Hellfire Limited. The Canian Hellfire Limited can attack creatures inside it with the Lightning Flail attack.

ACTIONS

Flesh-Crushing Stride. The Canian Hellfire Limited moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the Canian Hellfire Limited enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the Canian Hellfire Limited's path. On a failed save, the creature falls prone and takes 28 (8d6) bludgeoning damage. If the Canian Hellfire Limited remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the Canian Hellfire Limited. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the Canian Hellfire Limited and is no longer restrained.

Hellfire Weapons. The Canian Hellfire Limited uses one of the following options:

- **Bonemelt Sprayer.** The Canian Hellfire Limited spews acidic flame in a 60-foot cone. Each creature in the cone must make a DC 20 Dexterity saving throw, taking 11 (2d10) fire damage plus 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are drenched in burning acid and take 5 (1d10) fire damage plus 9 (2d8) acid damage at the end of their turns. An affected creature or another creature within 5 feet of it can take an action to scrape off the burning fuel.
- **Lightning Flail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 22 (5d8) lightning damage. Up to three other creatures of the Canian Hellfire Limited's choice that it can see within 30 feet of the target must each make a DC 20 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Thunder Cannon.** The Canian Hellfire Limited targets a point within 120 feet of it that it can see. Each creature within 30 feet of that point must make a DC 20 Dexterity saving throw, taking 27 (5d10) bludgeoning damage plus 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one. If the chosen option kills a creature, the creature's soul rises from the River

Styx as a lemur in Avernus in 1d4 hours. If the creature isn't revived before then, only a wish spell or killing the lemur and casting true resurrection on the creature's original body can restore it to life. Constructs and devils are immune to this effect.

Canoloth

Serving both sides of the blood war, yugoloths use these creatures as pack hounds for hunting purposes. They look like armored insect dogs with no heads, instead only a gaping hole filled with teeth where a head would be. Extending from that hole is a long tongue used by the canoloth as a weapon.

CANOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	5 (-2)	17 (+3)	12 (+1)

Skills Investigation +3, Perception +9

Damage Immunities acid, poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities poisoned

Senses darkvision 60 ft., truesight 120 ft., passive Perception 19

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 8 (3,900 XP)

Dimensional Lock. Other creatures can't teleport to or from a space within 60 feet of the canoloth. Any attempt to do so is wasted.

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

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

Uncanny Senses. The canoloth can't be surprised while it isn't incapacitated.

ACTIONS

Multiattack. The canoloth makes two attacks: one with its tongue or its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Tongue. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. If the

target is Medium or smaller, it is grappled (escape DC 15), pulled up to 30 feet toward the canoloth, and is restrained until the grapple ends. The canoloth can grapple one target at a time with its tongue.

Death

An enormous woman, even for a tanarukk, Death gave herself a name when she realized none of her kin deserved such a revered name. She may be vain and proud, but her cruel streak drops the moment her abyssal chicken is in danger.

DEATH

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

Beyond Death (3/Day). When Death is reduced to 0 hit points by an attack that isn't a critical hit, and Death is not killed outright, she can choose to fall to 1 hit point instead.

Legendary Resistance (3/Day). When Death fails a saving throw, she can choose to succeed instead.

Aggressive. As a bonus action, Death can move up to her speed toward a hostile creature that she can see.

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

ACTIONS

Multiattack. Death makes two attacks: one with her bite and one with her greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, Death can make one melee weapon attack with advantage against the attacker.



Death Blossom

An infernal relative of the corpse flower, the death blossom has been cultivated by Glasya to be smell sweet rather than foul, drawing in victims. As a result to this alteration, the death blossom is much larger and can hold more corpses. This change also leaves the death blossom looking more like a dried and desiccated plant.

DEATH BLOSSOM

Huge plant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	15 (+2)	3 (-3)

Damage Resistances cold, psychic; bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities blinded, deafened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages -

Challenge 9 (5,000 XP)

Corpses. When first encountered, a death blossom contains the corpses of 2d4 + 3 humanoids. A death blossom can hold the remains of up to thirteen dead humanoids. These remains have total cover against attacks and other effects outside the death blossom. If the death blossom dies, the corpses within it can be pulled free. While it has at least one humanoid corpse in its body, the death blossom can use a bonus action to do one of the following:

- The death blossom digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the death blossom in its space.
- The death blossom animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the death blossom and acts immediately after it in the initiative order. The zombie acts as an ally of the death blossom but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait).

Spider Climb. The death blossom can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sweet Stench. Each creature that starts its turn within 10 feet of the death blossom or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is charmed until the end of the turn. Creatures that are immune to the charmed condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all death blossoms for 24 hours.

While charmed in this way, the creature will be dedicated only to climbing into one of the empty corpse pods. Once inside a pod, the creature can attempt new saving throws at the end of each of its turns, ending the charmed condition on a success.

ACTIONS

Multiattack. The death blossom makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

Harvest the Dead. The death blossom grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

Enhanced Hellfire Engine

A prototype, the next iteration of war machine the enhanced hellfire engine is a pure force of destruction. With more destructive capabilities, the engine is a fearsome weapon.

ENHANCED HELLFIRE ENGINE

Huge construct, lawful evil

Armor Class 20 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	24 (+7)	2 (-4)	10 (+0)	1 (-5)

Saving Throws Dex +10, Wis +6, Cha +1

Damage Resistances cold, psychic; bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak it

Challenge 18 (20,000 XP)

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

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

ACTIONS

Multiattack. The hellfire engine makes two attacks with any combination of the following: bonemelt sprayer, hellfire harpoon, and lightning flail.

Bonemelt Sprayer. The hellfire engine spews acidic flame in a 60-foot cone. Each creature in the cone must make a DC 20 Dexterity saving throw, taking 11 (2d10) fire damage plus 18 (4d8) acid damage on a failed save,

or half as much damage on a successful one. Creatures that fail the saving throw are drenched in burning acid and take 5 (1d10) fire damage plus 9 (2d8) acid damage at the end of their turns. An affected creature or another creature within 5 feet of it can take an action to scrape off the burning fuel.

Hellfire Harpoon. *Melee or Ranged Weapon Attack:* +11 to hit, reach 15 ft. or range 30/120 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage plus 27 (5d10) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Lightning Flail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 22 (5d8) lightning damage. Up to three other creatures of the hellfire engine's choice that it can see within 30 feet of the target must each make a DC 20 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunder Cannon. The hellfire engine targets a point within 120 feet of it that it can see. Each creature within 30 feet of that point must make a DC 20 Dexterity saving throw, taking 27 (5d10) bludgeoning damage plus 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.

Flesh-Crushing Stride. The hellfire engine moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the hellfire engine enters must make a DC 19 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the hellfire engine's path. On a failed save, the creature falls prone and takes 28 (8d6) bludgeoning damage. If the hellfire engine remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the hellfire engine. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 19 Strength check. On a success, the creature is pushed to an unoccupied space of its choice within 5 feet of the hellfire engine and is no longer restrained.

If the chosen option reduces a creature to 0 hit points option kills a creature, the creature's soul rises from the River Styx as a lemure in Avernus in 2 (1d4) hours. If the creature isn't revived before then, only a wish spell or killing the lemure and casting true resurrection on the creature's original body can restore it to life. Constructs and devils are immune to this effect.

Fire Elemental Centurion

Much like the fire elemental myrmidon, the centurion is an elemental bound into a specific item, except instead of the armor that holds the myrmidon, the centurion is bound into the spear and shield that it carries.

FIRE ELEMENTAL CENTURION

Medium elemental, neutral

Armor Class 19 (plate and a shield)

Hit Points 130 (20d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Infernal

Challenge 8 (3,900 XP)

Illumination. The centurion sheds bright light in a 20-foot radius and dim light in a 40-foot radius.

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

Water Susceptibility. For every 5 feet the centurion moves in water, it takes 2 (1d4) cold damage.

Martial Advantage. Once per turn, the centurion can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the centurion that isn't incapacitated.

ACTIONS

Multiattack. The centurion makes three spear attacks.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Fiery Strikes (Recharge 6). The centurion uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

Fire Giant Dreadnought

Carrying two giant shields the dreadnought uses as weapons, as well as for maintaining their strength or using as tools in their daily lives. The dreadnought is a path for those fire giants wishing to avoid the lowliest of tasks.

FIRE GIANT DREADNOUGHT

Huge giant (fire giant), lawful evil

Armor Class 21 (plate, shields)

Hit Points 187 (15d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	9 (-1)	11 (+0)	5 (-2)

Saving Throws Dex +4, Con +11, Cha +5

Skills Athletics +13, Perception +5

Damage Immunities fire

Senses passive Perception 10

Languages Giant

Challenge 14 (11,500 XP)

Dual Shields. The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

ACTIONS

Fireshield. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

Shield Charge. The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6+8) bludgeoning damage, or 29 (6d6+8) bludgeoning damage if it was already prone.

Fire Wasp

Fire wasps are much like regular giant wasps, but made of black stone. Under this obsidian skin, flows magma through cracks, around the joints, and from the tip of its stinger. Fire wasps make their nests out of fireproof materials.

FIRE WASP

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 10 ft., fly 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing damage from non-magical attacks that aren't silvered

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) fire damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Firenewt Warrior

Wherever one finds volcanos, lava flows, or other regions that are hot, there is a good chance somewhere nearby are tribes of firenewts. From these small villages, they wage war by burning nearby settlements. This act of immolation is the firenewt equivalent of a prayer to the element of fire.

FIRENEWT WARRIOR

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

ACTIONS

Multiattack. The firenewt makes two attacks with its scimitar.

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

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one

Frost Giant Everlasting One

By seeking out and consuming a troll in ritualistic combat, a frost giant can acquire great power through the blessing of Vaprak. However if Vaprak rejects the frost giant, this transformation takes a twisted turn, causing the frost giant to regenerate wrong and more closely resemble a troll. This often results in the tribe killing the frost giant.

FROST GIANT EVERLASTING ONE

Huge giant (frost giant), chaotic evil

Armor Class 15 (patchwork armor)

Hit Points 189 (14d12+98)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	24 (+7)	9 (-1)	10 (+0)	12 (+1)



Saving Throws Str +11,
Con +11, Wis +4

Skills Athletics +11,
Perception +4

Damage Immunities cold

Senses darkvision 60 ft.,
passive perception 14

Languages Giant

Challenge 12 (8,400 XP)

Extra Heads. The giant has a 25 percent chance of having more than one head. If it has more than one, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Regeneration. The giant regains 10 hit points at the start of its turn. If the giant takes acid or fire damage, this trait doesn't function at the start of its next turn. The giant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Vaprak's Rage (Recharges on a Short or Long Rest). As a bonus action, the giant can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the giant gains the following benefits:

- The giant has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.

- The giant has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The giant makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12+7) slashing damage, or 30 (3d12+11) slashing damage while raging.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage.

Gelfondi

This bone devil is extremely focused on efficiency and pragmatism. The inventor of the tooth golem, Gelfondi is quite adept at experimentation and creation.

GELFONDI

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 25 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	18 (+5)	14 (+2)	16 (+3)

Saving Throws Int +9, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 10 (5,900 XP)

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.

ACTIONS

Multiattack. The devil makes three melee attacks: two with its wrench and one with its sting. It can use Hurl Flame in place of any melee attack.

Wrench. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for



1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hellfire Pegasus

With dramatic, wide wings coated in flames, the hellfire pegasus is an infernal mirror of a regular pegasus. With a temperament that is far less fickle than that of a nightmare, the hellfire pegasus is a rare sign of prestige in hell.

HELLFIRE PEGASUS

Large fiend, chaotic good

Armor Class 12 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3

Skills Perception +6

Damage Immunities fire, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands Abyssal, Common, Elvish, Infernal, and Sylvan But Can't Speak

Challenge 5 (1,800 XP)

Confer Fire Resistance. The hellfire pegasus can grant resistance to fire damage to anyone riding it.

Illumination. The hellfire pegasus sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Multiattack. The hellfire pegasus can make two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Flame Step. The hellfire pegasus teleports to an unoccupied space within 90 feet that it can see. Immediately after it disappears, a fiery inferno explodes, and each creature within 10 feet of the space it left must make a DC 13 Dexterity saving throw, taking 3d10 fire damage on a failed save, or half as much damage on a successful one.

Any creature mounted on the hellfire pegasus and all of its gear teleports along with it if the pegasus wishes.

Hellscreamer

The hellscreamer is a weapon of terror, used by devils against demons in the bloodwar. The large kite-like creatures can be loaded with a variety of ammunition with which to drop upon their enemies. To inspire fear into their targets, the hellscreamer also wails in pain as it flies in on an attack.

HELLSCREAMER

Huge fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6+5)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	1 (-4)	1 (-4)	12 (+1)

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing,

and slashing from non-magical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 6

Languages understands Infernal, but cannot speak it

Challenge 2 (450 XP)

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

ACTIONS

Bomb. Releasing a bomb, it falls directly towards the ground and explodes. Any creatures below the hellscreamer must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save or half as much on a success.

Hellscream. The hellscreamer releases a horrific wail. This wail has no effect on constructs and undead. All other creatures within 90 feet of it that can hear the wail must make a DC 13 Wisdom saving throw. On a failure, they are Incapacitated. At the end of each of its turns, a creature can attempt a new saving throw, ending the effect on a success.

Horde Fiend

Horde fiends are the misshapen rejected dregs of hell. While some demonologists, cultists, or occultists could tell you precisely their original forms, each of these beings have been disfigured to the point they all look like unique fiends.

HORDE FIEND

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing damage from non-magical attacks that aren't silvered

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages telepathy 20 ft.

Challenge 4 (1,100 XP)

Devil's Sight. Magical darkness doesn't impede the horde fiends' vision.

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

ACTIONS

Multiattack. The horde fiend makes two claw or fire toss attacks. If there are at least two other fiends attacking the same target, it can make an additional claw attack.

Claw Attack. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing.

Fire Toss. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 9 (1d10 + 4) fire damage.

REACTIONS

Riposte. When a creature makes an attack against the horde fiend, it makes a claw or fire toss attack against the attacker.



Hutijin

A loyal follower of Mephistopheles, the fear inspired by mentioning the name Hutijin across the Nine Hells is impressive. There aren't many devils who could directly challenge an archduke but Hutijin is one of them and yet somehow Hutijin has no ambitions to take over Mephistopheles' seat of power.

HUTIJIN

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	25 (+7)	23 (+6)	19 (+4)	25 (+7)

Saving Throws Dex +9, Con +14, Wis +11

Skills Intimidation +14, Perception +11

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Infernal Despair. Each creature within 15 feet of Hutijin that isn't a devil makes saving throws with disadvantage.

Innate Spellcasting. Hutijin's innate spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing his appearance), *animate dead*, *detect magic*, *hold monster*, *invisibility* (self only), *lightning bolt*, *suggestion*, *wall of fire*

3/day: *dispel magic*

1/day each: *heal*, *symbol* (hopelessness only)

Legendary Resistance (3/Day). If Hutijin fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Hutijin's weapon attacks are magical.

Regeneration. Hutijin regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Hutijin dies only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Hutijin makes four attacks: one with his bite, one with his claw, one with his mace, and one with his tail.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage. The target must succeed on a DC 22 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 10 (3d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Mace. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

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

LEGENDARY ACTIONS

Hutijin 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. Hutijin regains spent legendary actions at the start of his turn.

Attack. Hutijin attacks once with his mace.

Lightning Storm (Costs 2 Actions). Hutijin releases lightning in a 20-foot radius. All other creatures in that area must each make a DC 22 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

Teleport. Hutijin uses his Teleport action.

Hydroloth

Frog-like fiends who dwell within the River Styx and pull unfortunate visitors into the dangerous waters. Hydroloth form the semi-aquatic strike forces of the Nine Hells, in service to any archduke with enough influence.

HYDROLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 15

Hit Points 135 (18d8 + 54)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	16 (+3)	19 (+4)	10 (+0)	14 (+2)

Skills Insight +4, Perception +4

Damage Immunities acid, poison

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 9 (5,000 XP)

Amphibious. The hydroloth can breathe air and water.

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

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *water walk*

3/day each: *control water*, *crown of madness*, *fear*, *phantasmal killer*, *suggestion*

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

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

Secure Memory. The hydroloth is immune to the waters of the River Styx as well as any effect that would steal or modify its memories or detect or read its thoughts.

Watery Advantage. While submerged in liquid, the hydroloth has advantage on attack rolls.

ACTIONS

Multiattack. The hydroloth makes two melee attacks. In place of one of these attacks, it can cast one spell that takes 1 action to cast.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Steal Memory (1/Day). The hydroloth targets one creature it can see within 60 feet of it. The target takes 4d6 psychic damage, and it must make a DC 16 Intelligence saving throw. On a successful save, the target becomes immune to this hydroloth's Steal Memory for 24 hours. On a failed save, the target loses all proficiencies,



it can't cast spells, it can't understand language, and if its Intelligence and Charisma scores are higher than 5, they become 5. Each time the target finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success. A greater restoration or remove curse spell cast on the target ends this effect early.

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

Ignaroz

A beautiful spined devil, renowned for her intellect. She is ambitious, working ever upward in the chain of devil politics. Her albino hide and her unique attitude put her far from other spined devils.

IGNAROZ

Small fiend, lawful evil

Armor Class 14 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 25 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	15 (+2)	10 (+0)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

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

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4 + 1) slashing damage.

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

Tail Spine. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 3) piercing damage plus 3 (1d6) fire damage.

Iriemel

A half-elf mage of great power who works from her portable lab. A cultist of Mephistopheles, she is disenfranchised with the work of the archduke. To her, nothing is more important than her work.

IRIELEL

Medium humanoid (half-elf), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	21 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, Deep Speech, Elvish, Infernal, and Undercommon

Challenge 12 (8,400 XP)

Fey Ancestry. Iriemel has advantage on saving throws against being charmed, and magic can't put her to sleep.

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

Spellcasting. Iriemel is a 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Iriemel can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *screaming*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

Iriemel casts these spells on herself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Jasp

An elven infiltrator, Jasp was recently captured and jailed. His green eyes and ragged clothing directly contrast each other in a brilliant yet sad display.

JASP

Medium humanoid (elf), chaotic neutral

Armor Class 18 (+2 studded leather armor)

Hit Points 93 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	12 (+1)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +10, Int +6, Wis +6

Skills Acrobatics +10, Deception +13, Insight +6, Perception +6, Sleight Of Hand +15, Stealth +15

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, Draconic, Elvish, Sylvan, thieves' cant

Challenge 10 (5,900 XP)

Fey Ancestry. Jasp has advantage on saving throws against being charmed, and magic can't put him to sleep.

Cunning Action. On each of his turns, Jasp can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Jasp is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. Jasp can't use this trait if he's incapacitated.

Sneak Attack (1/Turn). Jasp deals an extra 28 (8d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Jasp that isn't incapacitated and Jasp doesn't have disadvantage on the attack roll.

Blindsense. If Jasp is able to hear, he is aware of the location of any hidden or invisible creature within 10 feet of him.

ACTIONS

Multiattack. Jasp makes three attacks with his shortsword +2.

Shortsword +2. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 7) piercing damage.

Shortbow. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

REACTIONS

Uncanny Dodge. Jasp halves the damage that he takes from an attack that hits him. He must be able to see the attacker.

Kobold Scale Sorcerer

Kobolds are a small cowardly lot, unless they have a powerful creature to rally behind. Sometimes that powerful creature is another of their lot. The scale sorcerer is an arcane magic user, the backbone of a tribe. Should the tribe come into the service of a dragon, the scale sorcerers become a tool for reinforcing the defences for the kobolds' warren.

KOBOLD SCALE SORCERER

Small humanoid (kobold), lawful evil

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*

1st level (4 slots): *charm person*, *chromatic orb*, *expeditious retreat*

2nd level (2 slots): *scorching ray*

Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Pack Tactics. The kobold has advantage on an attack roll against a creature it at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Kul'goran

With bushy eyebrows and white stubble, the old wise shaman of Gruumsh seeks answers for his tribe. Why did their god abandon them? Why would he allow his devout followers to taint their souls and become tanarukk? How will he save all those who call themselves the children of Gruumsh?

KUL'GORAN

Medium humanoid (orc), lawful evil

Armor Class 18 (plate)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	14 (+2)	10 (+0)	19 (+4)

Skills History +5, Intimidation +7

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 6 (2,300 XP)

Aggressive. As a bonus action, Kul'goran can move up to his speed toward a hostile creature that he can see.

Innate Spellcasting. Kul'goran's innate spellcasting ability is Charisma (spell save DC 15). He can cast the following spells:

At will: *command*

3/day each: *hold person*, *fear*

1/day: *bestow curse*

Mark of the Conquered. As a bonus action, Kul'goran extends his finger towards a creature he can see within 60 feet of him. The target is marked until the start of the Kul'goran's next turn. While the target is marked, it has disadvantage on attack rolls against targets other than Kul'goran.

Righteous Might. Kul'goran scores a critical hit on a roll of 18, 19, or 20.

ACTIONS

Multiattack. Kul'goran makes two attacks with his mace.

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 9 (2d8) necrotic damage.

Conquering Presence (1/Day). Each creature of the knight conqueror's choice that can see it within 30 feet of it must make a DC 15 Wisdom saving throw. On a failed save, the target becomes frightened of the knight conqueror for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

The Marauder

The horned devil known as the Marauder is permanently angry over being demoted from pit fiend. This bitterness gets taken out

on prisoners, guards, and anyone else who stands in his way. His wings and skin are as black as demon blood, his eyes glow crimson red, and his tail is split in three.

THE MARAUDER

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Dex +7, Wis +7, Cha +7

Damage Resistance cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 Ft.

Challenge 11 (7,200 XP)

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

Fear Aura. Any creature Hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 17 Wisdom saving throw, unless the pit fiend is Incapacitated. On a failed save, the creature is Frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

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

Helm of Teleportation. Up to three times per day as an action, the Marauder can cast the teleport spell.

ACTIONS

Multiattack. The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing

Hurl Flame. *Ranged Spell Attack:* +7 to hit, reach 150 ft., one target. *Hit:* (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire

Merregon

The faceless footsoldiers of hell, the merregon is a defender of hell possessing unrivaled loyalty and obedience.

MERREGON

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and

slashing from nonmagical attacks that aren't silvered
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands Infernal but can't speak, telepathy 120 ft.
Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The merregon makes two halberd attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the merregon makes three halberd attacks.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.



Merrenonloth

The ferriers who sail ships up and down the river Styx, a merrenonloth resembles a skeleton clad in a robe. Mercenaries who are willing to work for whomever can afford to pay them, they remain neutral in all things.

MERRENONLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	17 (+3)	14 (+2)	11 (+0)

Saving Throws Dex +5, Int +5

Skills History +5, Nature +5, Perception +4, Survival +4

Damage Immunities acid, poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 3 (700 XP)

Innate Spellcasting. The merrenonloth's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:



At will: charm person, darkness, detect magic, dispel magic, gust of wind

3/day: control water

1/day: control weather

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

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

Teleport. As a bonus action, the merrenonloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

ACTIONS

Multiattack. The merrenonloth uses Fear Gaze once and makes one oar attack.

Oar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Fear Gaze. The merrenonloth targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Minotaur Warlock of Baphomet

One look of the minotaur warlock and most would presume it simply a hulking brute. With the additional magic of Baphomet coursing through its veins, the minotaur is sure to surprise those who stand before it.

MINOTAUR WARLOCK OF BAPHOMET

Large monstrosity, chaotic evil

Armor Class 14 (natural armor, or 17 with mage armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws. Wis +4, Cha +7

Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks that aren't silvered.

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 8 (3,900 XP)



Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Innate Spellcasting. The minotaur's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self*, *false life*, *levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *feeblemind*, *finger of death*, *plane shift*

Spellcasting. The minotaur is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*
1st-5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

ACTIONS

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage plus 10 (3d6) fire damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage

Nabassu

Walking areas of darkness, the nabassu is a winged fiend with the darkest skin stretched thin across leathery wings. Most famously, the nabassu can devour a soul making it impossible to recover save for the *wish* spell.

NABASSU

Medium fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Str +11, Dex +7

Skills Perception +7

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, telepathy 120 ft.

Challenge 15 (13,000 XP)

Demonic Shadows. The nabassu darkens the area around its body in a 10-foot radius. non-magical light can't illuminate this area of dim light.

Devour Soul. A nabassu can eat the soul of a creature it has killed within the last hour, provided that creature is neither a construct nor an undead. The devouring requires the nabassu to be within 5 feet of the corpse for

at least 10 minutes, after which it gains a number of Hit Dice (d8s) equal to half the creature's number of Hit Dice. Roll those dice, and increase the nabassu's hit points by the numbers rolled. For every 4 Hit Dice the nabassu gains in this way, its attacks deal an extra 3 (1d6) damage on a hit. The nabassu retains these benefits for 6 days. A creature devoured by a nabassu can be restored to life only by a wish spell.

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

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

ACTIONS

Multiattack. The nabassu uses its Soul-Stealing Gaze and makes two attacks: one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage.

Soul-Stealing Gaze. The nabassu targets one creature it can see within 30 feet of it. If the target can see the nabassu and isn't a construct or an undead, it must succeed on a DC 16 Charisma saving throw or reduce its hit point maximum by 13 (2d12) damage and give the nabassu an equal number of temporary hit points. This reduction lasts until the target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0, and if the target is a humanoid, it immediately rises as a ghoul under the nabassu's control.

Nupperibo

With the sins of mortals exhibiting themselves in devils, it is no surprise that the nupperibo exists. These corpulent mounds of flesh were once the most careless, slothful mortals and in hell this is no different.

With eyes sewn shut, these hulks scour hell searching for something to sustain them and howl in rage when their search results in finding nothing for a hunger such as theirs is unquenchable.

NUPPERIBO

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft.

STR 16 (+3) **DEX** 11 (+0) **CON** 13 (+1) **INT** 3 (-3) **WIS** 8 (-1) **CHA** 1 (-4)

Skills Perception +1

Damage Immunities fire, poison

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered

Condition Immunities blinded, charmed, frightened, poisoned

Languages understands Infernal but can't speak

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 11

Challenge 1/2 (100 XP)

Cloud of Vermin. Any creature, other than a devil, that starts its turn within 20 feet of the nupperibo must make a DC 11 Constitution saving throw. A creature within the areas of two or more nupperibos makes the saving throw with disadvantage. On a failure, the creature takes 2 (1d4) piercing damage.

Hunger-Driven. In the Nine Hells, the nupperibos can flawlessly track any creature that has taken damage from any nupperibo's Cloud of Vermin within the previous 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Orthon Bounty Hunter

A more highly trained Orthon, the bounty hunter uses a pair of hand crossbows.

ORTHON BOUNTY HUNTER

Large fiend (devil), lawful evil

Armor Class 17 (half plate)

Hit Points 105 (10d10 + 50)

Speed 30 ft., climb 30 ft.

STR 22 (+6) **DEX** 16 (+3) **CON** 21 (+5) **INT** 15 (+2) **WIS** 15 (+2) **CHA** 16 (+3)

Saving Throws Dex +7, Con +9, Wis +6

Skills Perception +10, Stealth +11, Survival +10

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 20

Languages Common, Infernal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Invisibility Field. The orthon can use a bonus action to become invisible. Any equipment the orthon wears or carries is also invisible as long as the equipment is on its person. This invisibility ends immediately after the orthon makes an attack roll or is hit by an attack.

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

ACTIONS

Multiattack. The orthon can make an attack with both hand crossbows.

Brass Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. Hit: 14 (2d10 + 3) piercing damage, plus one of the following effects:

1. **Acid.** The target must make a DC 17 Constitution saving throw, taking an additional 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.
2. **Blindness (2/Day).** The target takes 5 (1d10) radiant damage. In addition, the target and all other creatures within 20 feet of it must each make a successful DC 17 Dexterity saving throw or be blinded until the end of the orthon's next turn.
3. **Concussion.** The target and each creature within 20 feet of it must make a DC 17 Constitution saving throw, taking 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.
4. **Entanglement.** The target must make a successful DC 17 Dexterity saving throw or be restrained for 1 hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature other than an orthon that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained.
5. **Paralysis (2/Day).** The target takes 22 (4d10) lightning damage and must make a successful DC 17 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6. **Tracking.** For the next 24 hours, the orthon knows the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, the orthon knows which one, but not the exact location there.

Prisoner of Hell

Any humanoid brought to hell and not transformed into a lemure is likely to end up in one of the many prisons. These

unfortunate beings are never kept in conditions suitable for their survival, with the lucky ones ending up dead but not before being forced to fight tooth and nail for the entertainment of devils.

PRISONER OF HELL

Medium humanoid (any race), neutral evil

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+1)	10 (+0)	9 (-1)	11 (+1)

Skills Intimidation +3

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

Panic fighter. The prisoner of Hell has succumbed to paranoia. An overwhelming panic makes it fight tooth and nail. Whenever it hits with an attack, it will violently scratch or bite, after which it loses its nails or teeth.

- **Scratch:** an additional 7 (2d6) slashing damage.
- **Bite:** an additional 5 (1d10) piercing damage.

ACTIONS

Multiattack. The prisoner of hell makes two unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Quake Engine

Another of the enhanced engines found within the city of Dis, the quake engine is designed to bash its way through any barriers that stand before it.

QUAKE ENGINE

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (3d12 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	0 (-5)	0 (-5)	10 (+0)

Senses passive Perception 0

Languages none

Challenge 0 (10 XP)

Soul Powered. The quake engine requires a soul coin to run. Once started, the quake engine runs for 4 hours. After this time, its movement speed drops to 0.

Seated Vehicle. The quake engine has four seats. It can carry up to 7 medium creatures with squeezing rules. A creature who is squeezed has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage. A creature in the driver seat can't squeeze.

Controlled. The quake engine has no turn on its own. Another creature can take the driver seat and take control.

ACTIONS

Drive. The driver of the quake engine can spend an action to start, stop and steer the vehicle. Once the vehicle is driving, no action is required to keep driving in a straight line.

Fusion Charge. As a bonus action, the driver of the quake engine can double its movement speed for that turn at the cost of 1 hour from its remaining soul power. If not enough soul power is left in the engine, this action can't be used.

Raszayah

As a githyanki gish, Raszaya holds powers of arcane and of the mind. As the captain of a ship, he holds a crew of gith who are utterly loyal to his command.



RASZAYAH

Medium humanoid (gith), lawful evil

Armor Class 17 (half plate)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	9 (-1)	11 (+0)	5 (-2)

Saving Throws Con +6, Int +7, Wis +6

Skills Insight +6, Perception +6, Stealth +6

Senses passive Perception 16

Languages Gith

Challenge 10 (5,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

1/day each: *plane shift*, *telekinesis*

Spellcasting. The githyanki is an 8th-level spellcaster. Its spellcasting ability is Intelligence. The githyanki has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *message*, *true strike*

1st level (4 slots): *expeditious retreat*, *magic missile*, *sleep*, *thunderwave*

2nd level (3 slots): *blur*, *invisibility*, *levitate*

3rd level (3 slots): *counterspell*, *fireball*, *haste*

4th level (2 slots): *dimension door*

War Magic. When the githyanki uses its action to cast a spell, it can make one weapon attack as a bonus action

ACTIONS

Multiattack. The githyanki makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 18 (4d8) psychic damage, or 8 (1d10 + 3) slashing damage plus 18 (4d8) psychic damage if used with two hands.

Rutterkin

Deep in the abyss, the deformed rutterkin search for those who have become trapped in the abyss so that they might infect them with a horrifying plague in order to grow their own numbers.

RUTTERKIN

Medium fiend (demon), chaotic evil

Armor Class 12

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	5 (-2)	12 (+1)	6 (-2)

Damage Immunities poison

Damage Resistances cold, fire, lightning

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Crippling Fear. When a creature that isn't a demon starts its turn within 30 feet of three or more rutterkins, it must make a DC 11 Wisdom saving throw. The creature has disadvantage on the save if it's within 30 feet of six or more rutterkins. On a successful save, the creature is immune to the Crippling Fear of all rutterkins for 24 hours. On a failed save, the creature becomes frightened for 1 minute. While frightened in this way, the creature is restrained. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a *wish* spell.

Star Spawn Mangler

A gangling mass of arms, the mangler waits patiently in the shadows for creatures to come by like some twisted spider. Some devils turn them into guards, while others train them to hunt as some arachnid assassin.

STAR SPAWN MANGLER

Medium aberration, chaotic evil

Armor Class 14

Hit Points 71 (13d8 + 13)

Speed 40 ft., climb 40 ft.



STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	7 (-2)

Saving Throws Dex +7, Con +4

Skills Stealth +7

Damage Immunities psychic

Damage Resistances cold

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 5 (1,800 XP)

Ambush. On the first round of each combat, the mangler has advantage on attack rolls against a creature that hasn't taken a turn yet.

Shadow Stealth. While in dim light or darkness, the mangler can take the Hide action as a bonus action.

ACTIONS

Multiattack. The mangler makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the attack roll has advantage, the target also takes 7 (2d6) psychic damage.



Flurry of Claws (Recharge 4-6). The mangler makes six claw attacks against one target. Either before or after these attacks, it can move up to its speed as a bonus action without provoking opportunity attacks.

Tanarukk

The result of mixing orcs and demons, the tanarukk are often used in frontal assaults by demons given their toughness, aggressive nature, and their ability to quickly breed.

TANARUKK

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the tanarukk can move up to its speed toward a hostile creature that it can see.

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

ACTIONS

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

Teeth Tome

Teeth tomes were often used by wizards to protect their private libraries from thieves. Using a permanent animate object spell on a book about animalia would transform it into a savage beast that would only obey to its owner. These books were placed among real books, and become indistinguishable. Any uninvited visitor would meet an unsuspected assault if coming too close. Over time, owners passed away, their libraries forgotten. But the books never ceased to exist, and are still waiting for oblivious wanderers.

Glasya has enchanted the tomes in her library to only attack if taken out of the room. Otherwise they remain docile, even enjoying listening to others reading aloud from their pages.

TEETH TOME

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 17 (2d8 + 11)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	1 (-5)	5 (-3)	10 (+0)

Damage Vulnerabilities fire

Senses passive Perception 12

Languages understands the language identical to that of the title, but can't speak

Challenge 1 (200 XP)

False Appearance. While the teeth tome remains motionless, it is indistinguishable from a normal book.

Sudden Leap. While the book is motionless and has not been noticed, it can leap from its location towards a creature within 10 feet and take a multiattack action with advantage.

ACTIONS

Multiattack. The teeth tome makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 8 (1d6 + 2) slashing damage.

Thaddius Grynder

A particularly intelligent (for his kind) tanarukk, Thaddius possesses a thin build with a very tall forehead. Muscled like his kin, but without any of the ferocity, Thaddius is clever. His goal is to bring tanarukk into a new era where they are as accepted as the tieflings of the mortal plane.

THADDIUS GRYNDER

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

Eye for Detail. Thaddius has advantage on Wisdom (Perception) and Intelligence (Investigation) checks, and a +5 bonus to his passive Perception and passive Investigation scores.

Sneak Attack (1/Turn). Thaddius deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Thaddius that isn't incapacitated and Thaddius doesn't have disadvantage on the attack roll. Thaddius also doesn't need advantage if he has detected the presence of deceptive magic from the target creature using his Unerring Eye.

Unerring Eye (3/Day). Thaddius can use a bonus action to sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of him, provided he isn't blinded or deafened. Thaddius senses only the presence of these effects, not their form.

Aggressive. As a bonus action, Thaddius can move up to his speed toward a hostile creature that he can see.

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

ACTIONS

Multiattack. Thaddius makes two attacks: one with his bite and one with his greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

Titivilus

With a cunning mind beyond that of most devils, Titivilus is an advisor to Dispaten. His own strength relies not in that of muscle, but of charisma: Titivilus is an expert manipulator. His network of creatures he has used his silver tongue upon is vast, allowing him to possess information about most operations in hell.

TITIVILUS

Medium fiend (devil), lawful evil

Armor Class 20 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	22 (+6)	17 (+3)	24 (+7)	22 (+6)	26 (+8)

Saving Throws Dex +11, Con +8, Wis +11, Cha +13

Skills Deception +13, Insight +11, Intimidation +13, Persuasion +13

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Innate Spellcasting. Titivilus's innate spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

At will: *alter self*, *animate dead*, *bestow curse*, *confusion*, *major image*, *modify memory*, *nondetection*, *sending*, *suggestion*

3/day each: *greater invisibility* (self only), *mislead*

1/day each: *feeblemind*, *symbol* (discord or sleep only)

Legendary Resistance (3/Day). If Titivilus fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Titivilus's weapon attacks are magical.

Regeneration. Titivilus regains 10 hit points at the start of his turn. If he takes cold or radiant damage, this trait doesn't function at the start of his next turn. Titivilus dies only if he starts his turn with 0 hit points and doesn't regenerate.

Ventriloquism. Whenever Titivilus speaks, he can choose a point within 60 feet; his voice emanates from that point.

ACTIONS

Multiattack. Titivilus makes one sword attack and uses his Frightful Word once.

Silver Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 16 (3d10) necrotic damage, or 9 (1d10 + 4) slashing damage plus 16 (3d10) necrotic damage if used with two hands. If the target is a creature, its hit point maximum is reduced by an amount equal to half the necrotic damage it takes.

Frightful Word. Titivilus targets one creature he can see within 10 feet of him. The target must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the target must take the Dash action and move away from Titivilus by the

safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Twisting Words. Titivilus targets one creature he can see within 60 feet of him. The target must make a DC 21 Charisma saving throw. On a failure the target is charmed for 1 minute. The charmed target can repeat the saving throw if Titivilus deals any damage to it. A creature that succeeds on the saving throw is immune to Titivilus's Twisting Words for 24 hours.

Tooth Golem

Tooth golem are constructs of imaginative creation. Like a creature out of nightmares, the tooth golem assaults foes with unlimited energy. Their clattering footsteps are unmistakable once one has been exposed to these terrible constructs.

TOOTH GOLEM

Small construct, unaligned

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities fire, cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Infernal, but can't speak

Challenge 6 (2,300 XP)

Aversion of Acid. If the golem takes acid damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Force Absorption. Whenever the golem is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt.



Ulitharid

The nobility of mind flayers, the ulitharid possesses more tentacles than the usual mind flayer and they're much longer. In addition to these physical changes, they have a much more cruel and harsh attitude.

ULITHARID

Large aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 127 (17d10 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+1)	12 (+5)	19 (+4)	21 (+5)

Saving Throws Int +9, Wis +8, Cha +9

Skills Arcana +9, Insight +8, Perception +8, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Deep Speech, Undercommon, telepathy 2 miles

Challenge 9 (5,000 XP)

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

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

Psionic Hub. If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

Innate Spellcasting (Psionics). The ulitharid's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

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

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

ACTIONS

Multiattack. The golem makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (2d8 + 4) piercing damage.

Gnashing of Teeth (Recharge 5-6). The air fills with teeth that fly around in a 5 ft. cube, centered on the golem. Any creature within 5 feet takes 4d4 piercing damage when it enters the effect's area for the first time on a turn or starts its turn there. Lasts for 1 turn.

At will: *detect thoughts, levitate*
1/day each: *confusion, dominate monster, eyebite, feeblemind, mass suggestion, plane shift (self only), project image, scrying, telekinesis*

ACTIONS

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 27 (4d10+5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4d12+5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Winter Eladrin

The winter eladrin are easily recognizable from their pale skin, shock white hair, and a cold alien demeanor. Like the other seasons of eladrin, their physical self is morphic but tied to their emotions and memories.

WINTER ELADRIN

Medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	18 (+4)	17 (+3)	13 (+1)

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Fey Step (Recharge 4-6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

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

At will: *fog cloud, gust of wind*
1/day each: *cone of cold, ice storm*

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

Sorrowful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 13 Wisdom saving throw. On a failed save, the creature is charmed for 1 minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any eladrin's Sorrowful Presence for the next 24 hours. Whenever the eladrin deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

REACTIONS

Frigid Rebuke. When the eladrin takes damage from a creature the eladrin can see within 60 feet of it, the eladrin can force that creature to succeed on a DC 16 Constitution saving throw or take 11 (2d10) cold damage.

Yagnoloth

The negotiators for the yugoloth, the Yagnoloth exist in the middle of the yugoloth hierarchy as they command the lower ranks of their kin but take orders directly from powerful beings like the arcanoloths or ultroloth. They are easily recognizable from the small wings on their heads, and their asymmetrical arms (one human sized, one giant).

YAGNOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +6, Int +7, Wis +6, Cha +8

Skills Deception +8, Insight +6, Perception +6, Persuasion +8

Damage Immunities acid, poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 11 (7,200 XP)

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

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *suggestion*

3/day: *lightning bolt*

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

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

ACTIONS

Multiattack. The yagnoloth makes one massive arm attack and one electrified touch attack, or it makes one massive arm attack and teleports before or after the attack.

Electrified Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) lightning damage.

Massive Arm. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or is stunned until the end of the yagnoloth's next turn.

Life Leech. The yagnoloth touches one incapacitated creature within 15 feet of it. The target takes 36 (7d8 +

4) necrotic damage, and the yagnoloth gains temporary hit points equal to half the damage dealt. The target must succeed on a DC 16 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest, and the target dies if its hit point maximum is reduced to 0.

Battlefield Cunning (Recharge 4-6). Up to two allied yugoloths within 60 feet of the yagnoloth that can hear it can use their reactions to make one melee attack each.

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

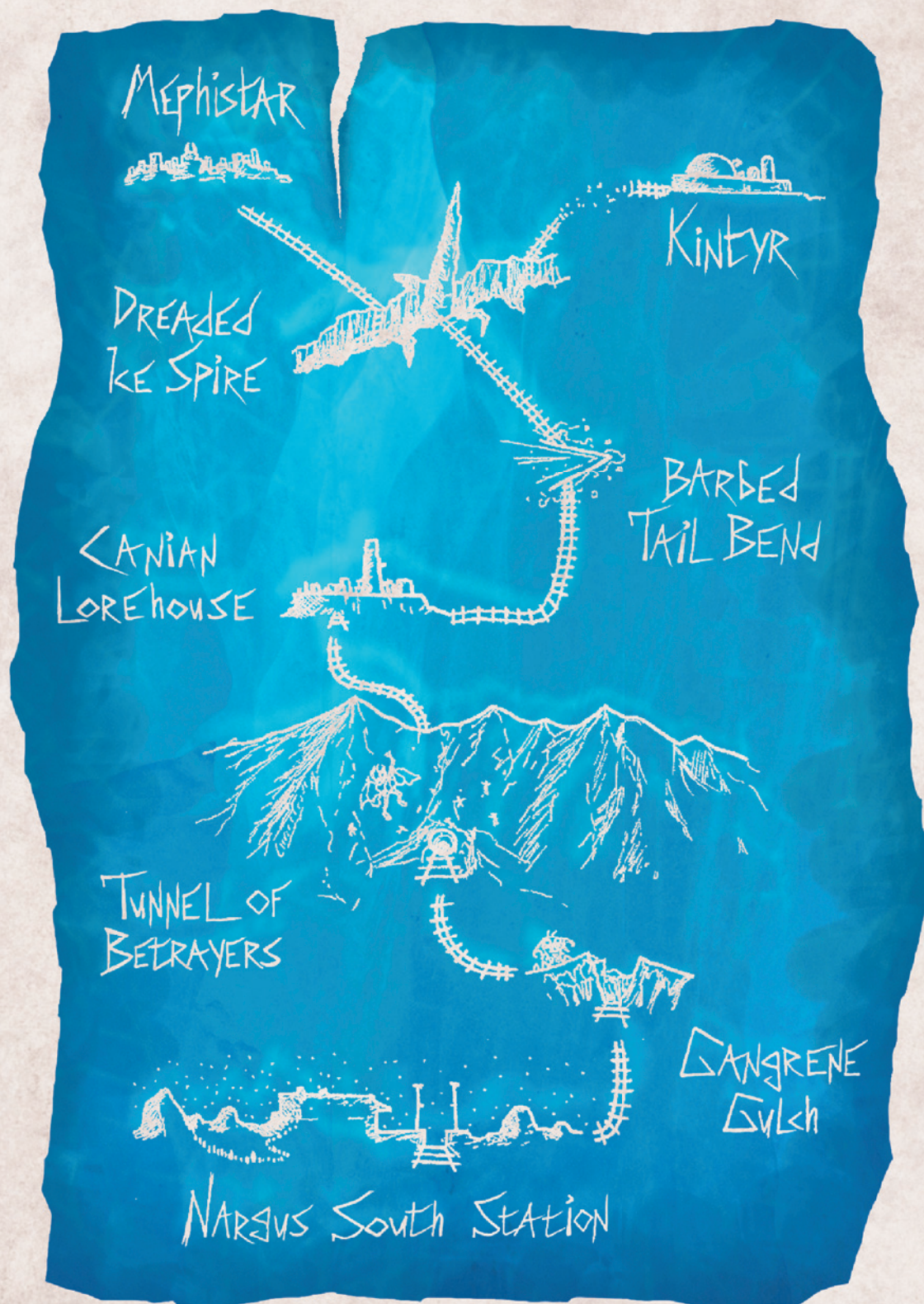


APPENDIX C: HANDOUTS

Avernus - 1 - Map



Cania - 1 - Route



Cania - 1 - Route

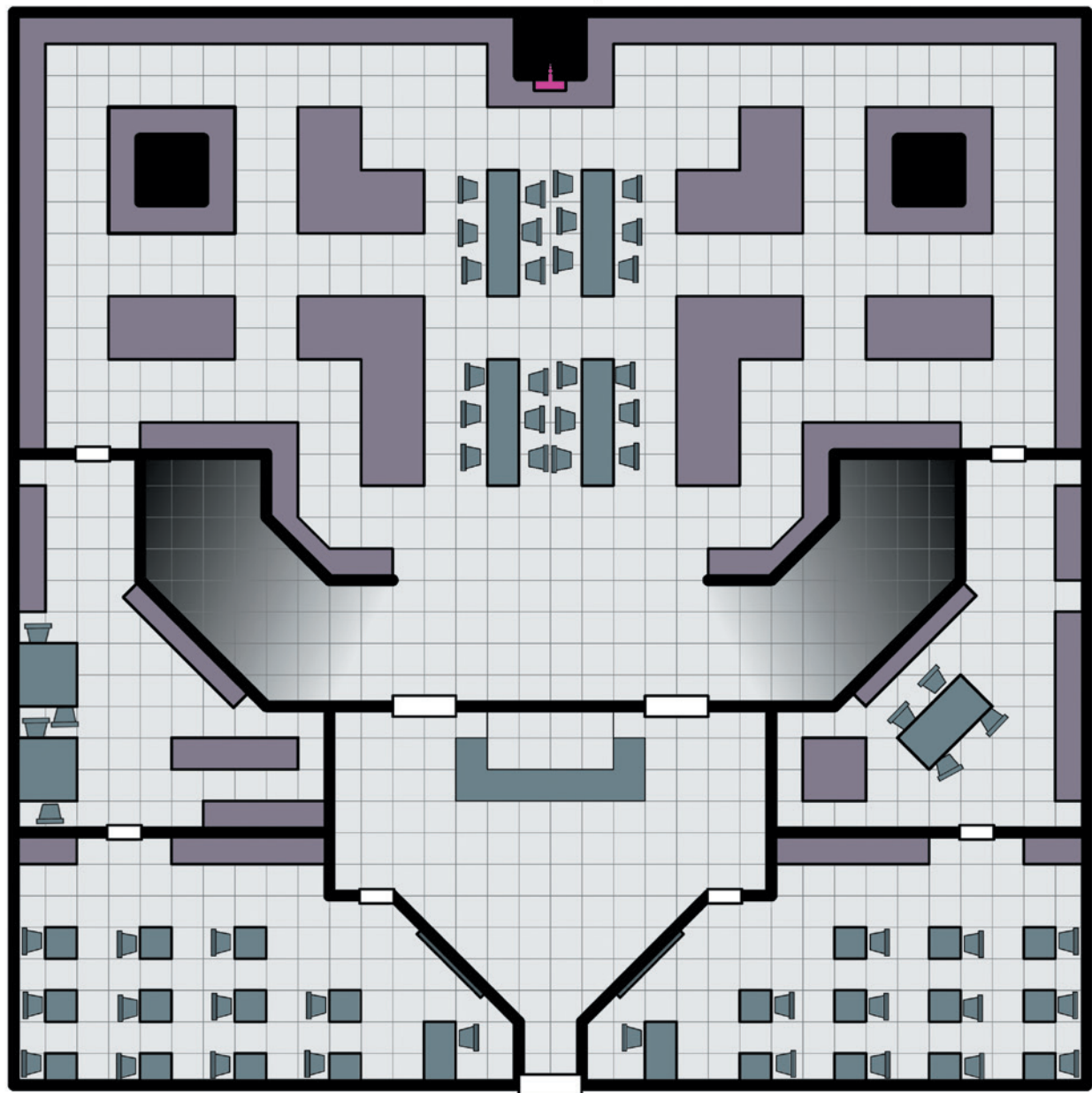
Dis - 1 - Overview



DIS - 1 - Overview Map

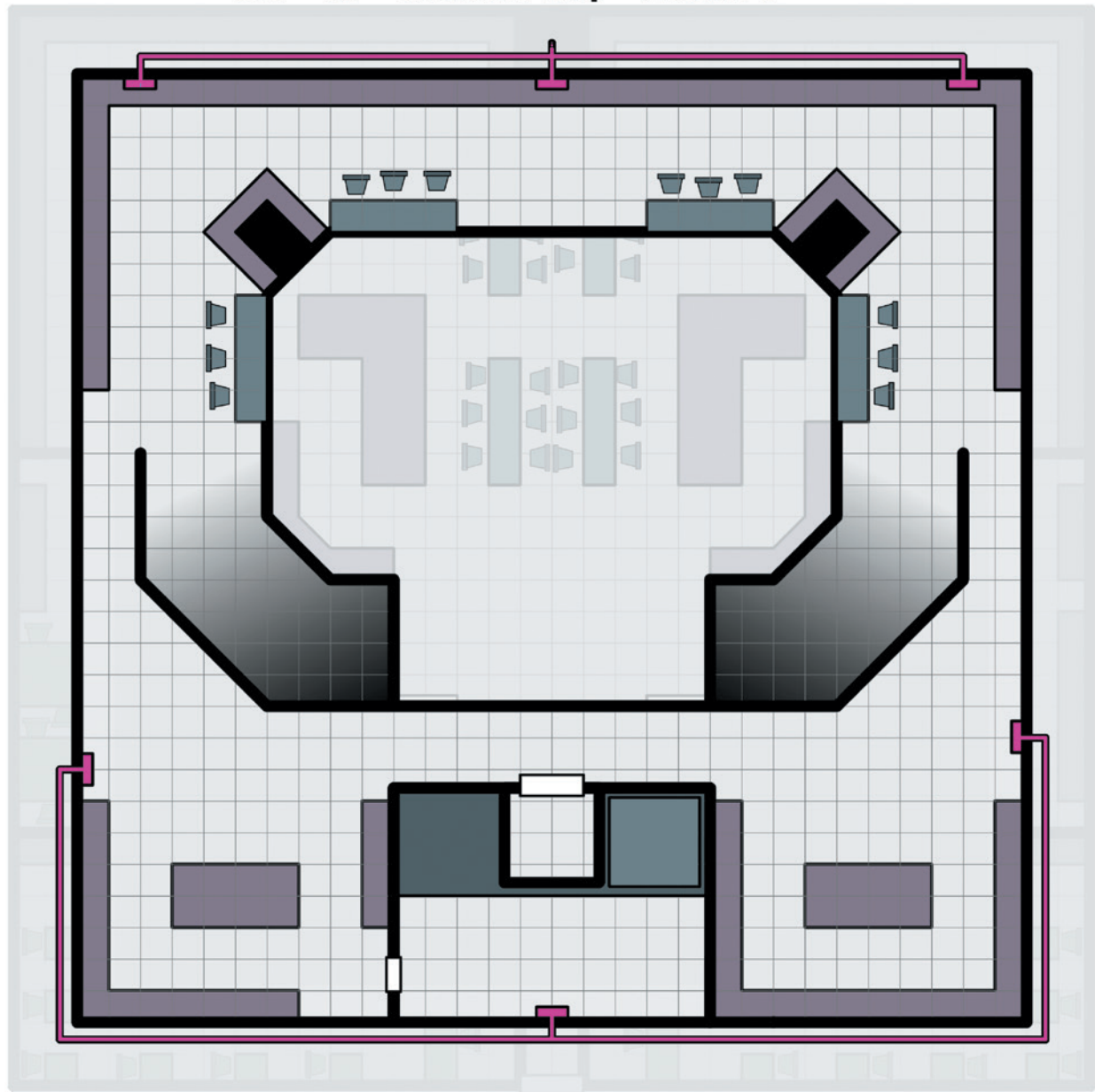
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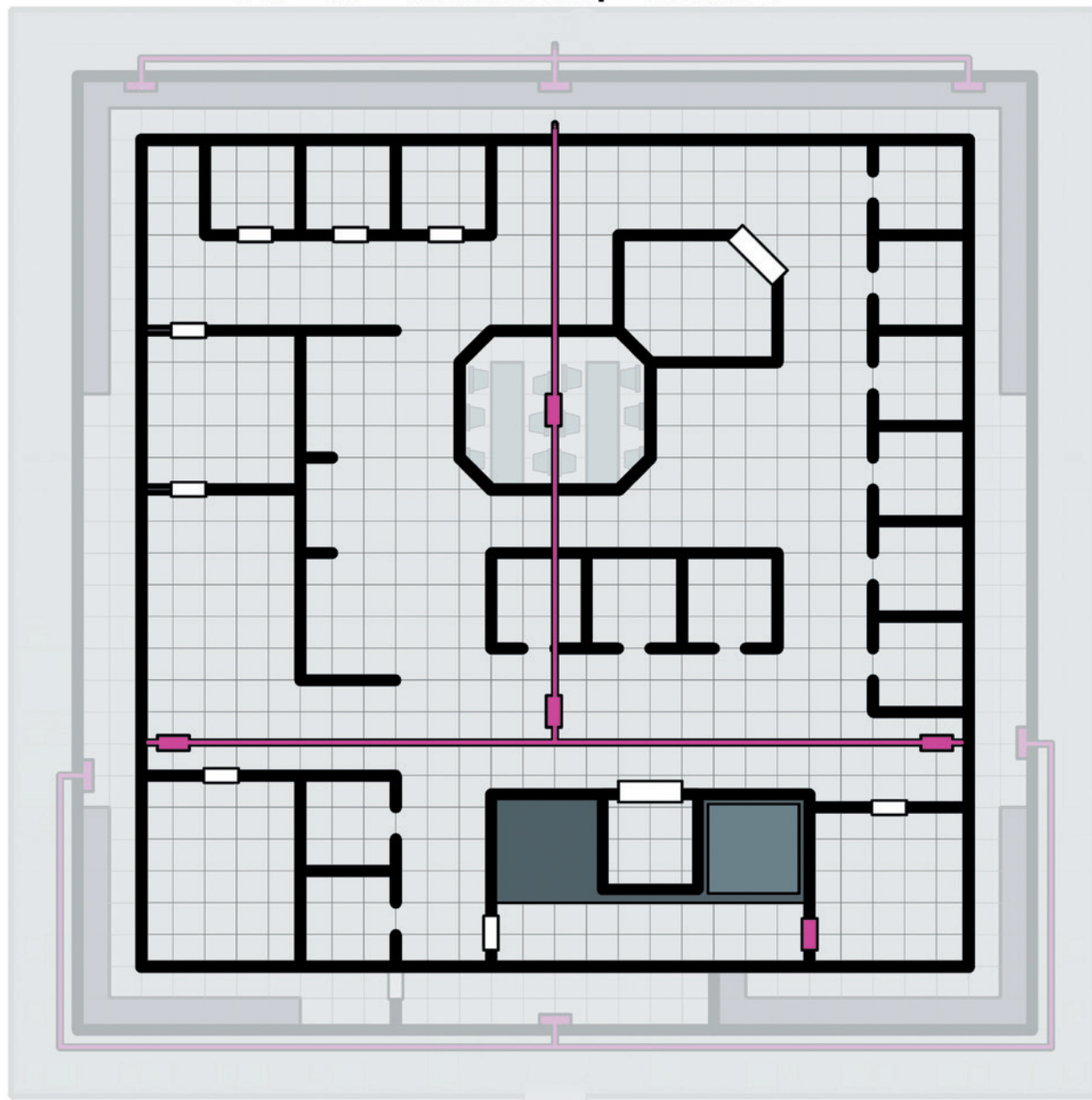
Dis - 2b

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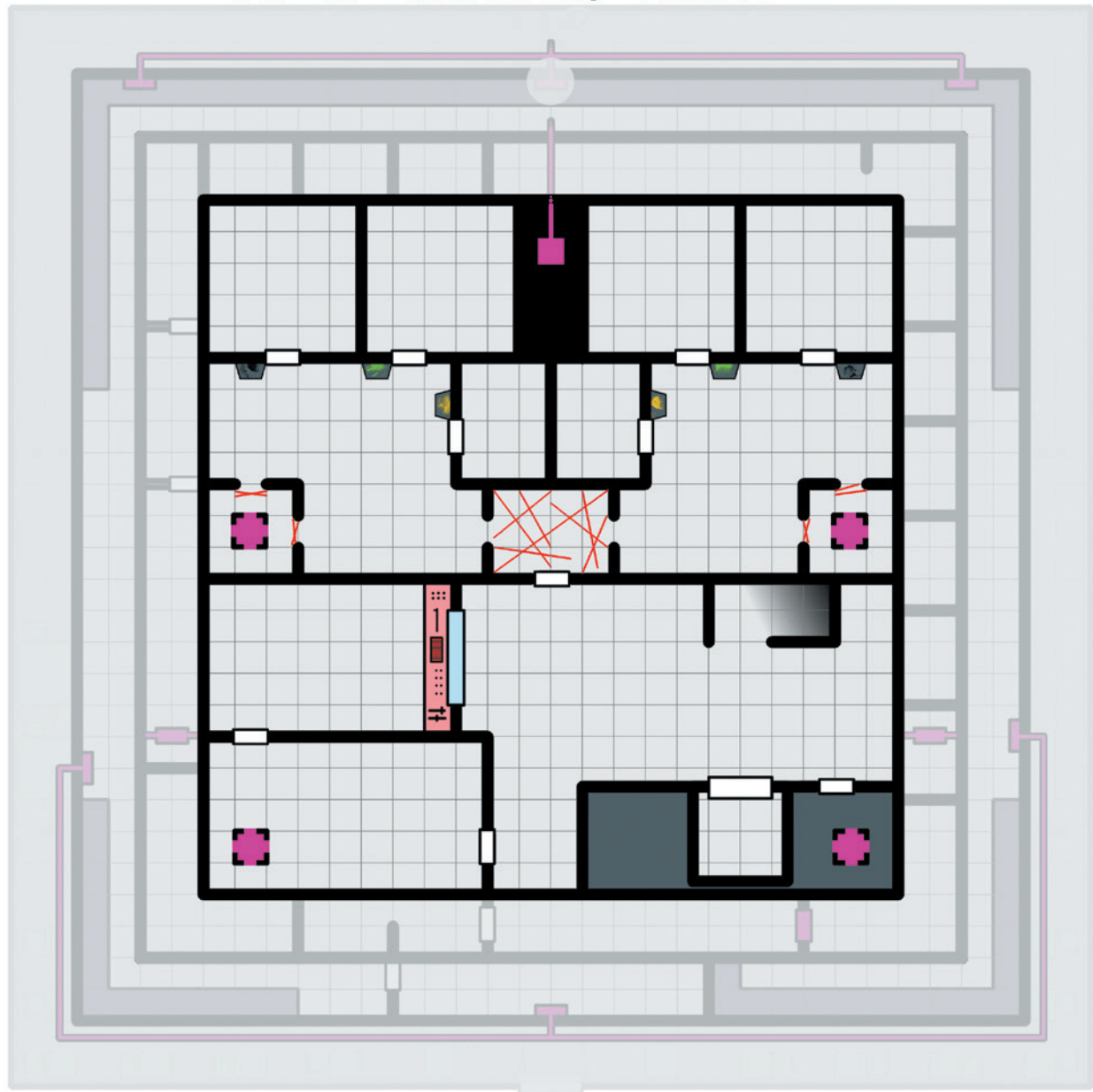
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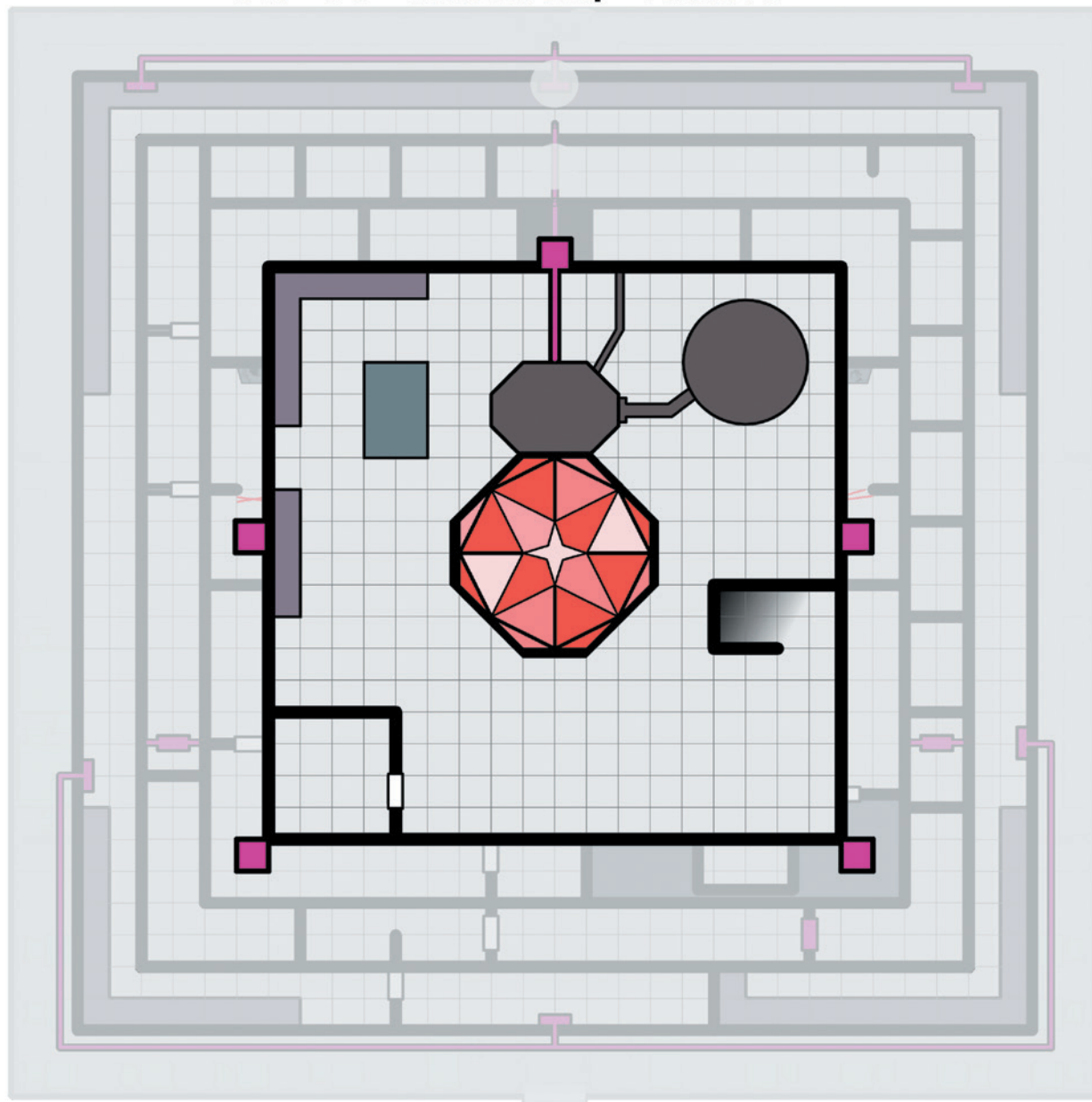
Dis ~ 2d

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Dis ~ 2e

DIS - 2E - Unlabeled Map - Archive 5



Phlegethos - 1 - Tymphal's Contract

CONTRACTED WORK AGREEMENT

This Contracted Work Agreement (the "Agreement") is entered into by and between TYMPHAL (the "Client") and (the "Mortals"), collectively "the Parties."

THEFORE, the Parties agree as follows:

1. Services. Client requests and the Mortals agree to perform the following specific Services (the "Services"):
The Mortals will find Magrin and bring him back to the Client, either alive or within given Soul Coin.
2. Compensation. The Mortals will be compensated as follows:
The Mortals also will be allowed to keep any found treasure during the span of this Agreement.
The Mortals will be given one (1) Helm of Brilliance, one (1) Flame Tongue weapon of the Mortals choosing, and one (1) greensteel magical armor of the Client's choosing.
The Mortals will be each given their choice of 5,000 gold pieces or 10 gems worth this much, or one Soul Coin.
3. Term. This Agreement shall commence immediately and will continue until the Services are completed. If not completed, the Mortals will willingly forfeit their souls.
4. Confidentiality. During the course of this Agreement, it may be necessary that the Mortals will not share any information about their work for the Client at any time. This section remains in full force and effect even after termination or completion of the Agreement. To not do so, the Mortals will willingly forfeit their souls.
5. Termination. This Agreement may not be terminated by the Mortals for any reason. If the contract is terminated by Client, the Mortals shall return all Client Brooches of the Hellish Voyager and Soul Coin to Client at its earliest convenience, but in no event beyond three (3) days after the date of termination. To not do so, the Mortals will willingly forfeit their souls.
6. Indemnity. The Mortals agree to indemnify and hold harmless the Client, its respective devils and other such employees against any and all claims, losses, damages, expenses, maiming, torture, death, or loss of soul. This section remains in full force and effect even after termination of the Agreement by the Client.
7. Legal and Binding Agreement. This Agreement is legal and binding between the Parties as stated above, according to Baatoran Law.
8. Entire Agreement. The Parties agree that this Agreement represents the entire agreement between the Parties. In the event that the Parties desire to change, add, or otherwise modify any terms, they shall do so in writing to be signed by both parties.
The Parties agree to the terms and conditions set forth above as demonstrated by their signatures as follows:

"CLIENT"

Signed:

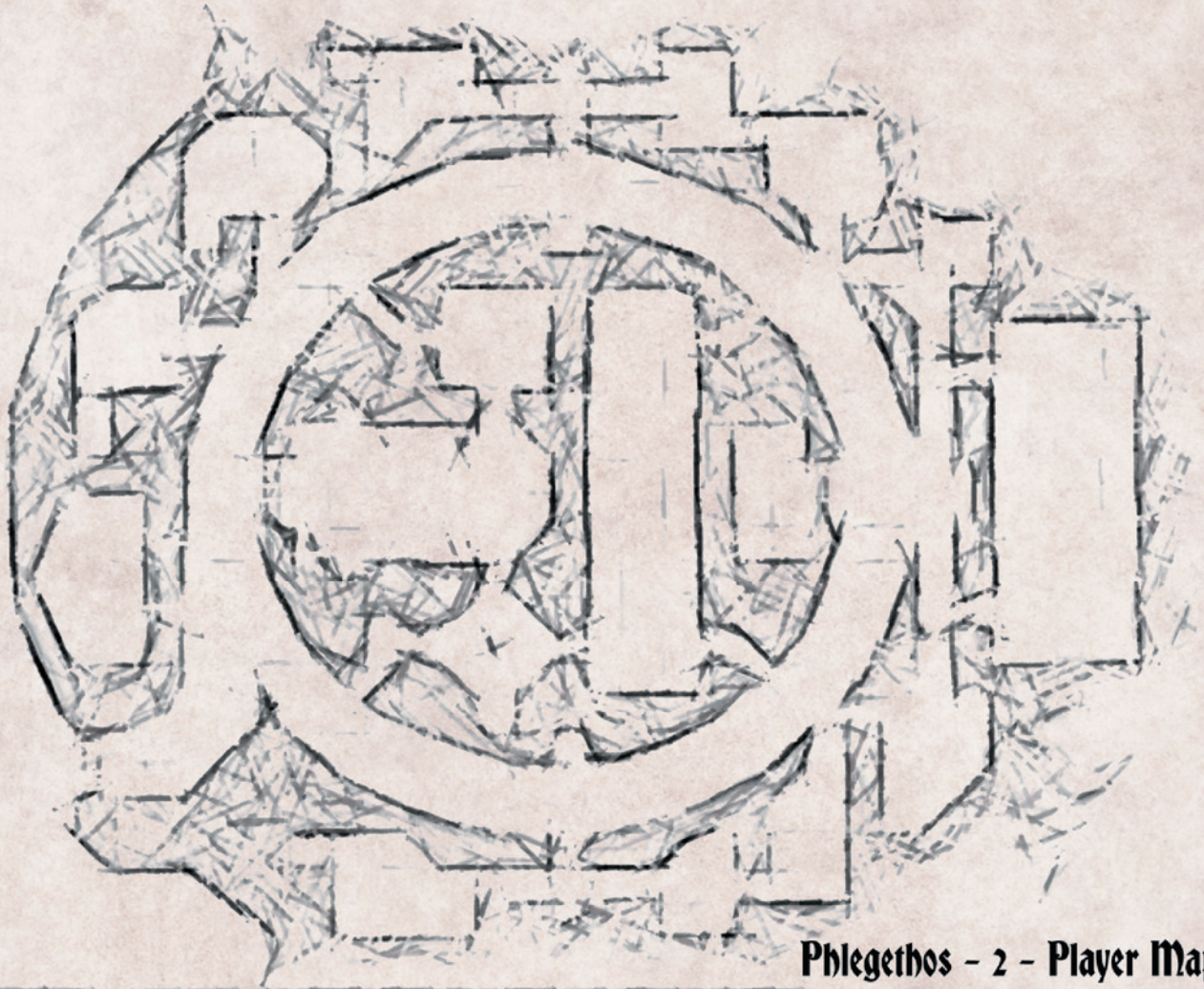
TYMPHAL

Archdevil of Phlegethos

"MORTALS"

Signed:

Phlegethos - 2 - Player Map



Phlegethos - 2 - Player Map

Avernus - 1 - War Wagon of Gruumsh

THE WAR WAGON OF GRUUMSH

Huge land vehicle

Creature Capacity 8 medium creatures

Cargo Capacity 1 tonne

Armor Class 17

Hit Points 120 (damage threshold 10; If a single source of damage fails to exceed this threshold, it is ignored).

Mishap Threshold 35 (If a single source of damage exceeds this threshold, the war wagon suffers a mishap)

Speed 100 ft. (as long as there is at least 1 unit of blood in the fuel tank. Each hour of transit consumes 1 unit of blood)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	15 (+2)	0 (-5)	0 (-5)	0 (-5)

Damage Resistances cold, psychic, bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities blinded, charmed, deafened, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

STATIONS

The War Wagon has 2 stations: Helm, and a Weapons platform. Each station can hold one medium or smaller creature. Any creature in a station on the War Wagon has half cover.

Helm. A character at the helm station can perform the following:

Basic Maneuver: A character at the helm station can use all of their movement to move the vehicle at its speed. During this movement, they can take two turns up to 90 degrees.

Attack Maneuvers. A character at the helm station can perform the following:

Catch Fiend: Move up to the vehicles speed in a straight line. If the vehicle enters the space of a large or smaller creature, that creature must make a DC 18 Dexterity saving throw. On a success they are pushed directly away from the War Wagon by 5 feet. On a failure it falls prone and takes 21 (6d6) bludgeoning damage. If the creature is a fiend, it must succeed on a Constitution saving throw with a DC equal to the damage. On a

failure, the catcher consumes the creature in a messy fashion. This adds a number of units of fuel to the fuel tanks equal to the CR of the creature.

Weapons Platforms. A character at the weapon station can perform the following:

Crossbow: *Melee Weapon Attack:* +6 to hit, range 90 ft., one target. *Hit:* 19 (3d12) piercing damage. As long as the war wagon has blood in the fuel tank, this attack is magical.

FUEL TANK

The fuel tank is a special container that resides within the vehicle. Characters who bring a fiend to 0 hit points can fill the tank with a number of units equal to the CR of the creature. Only fiend blood can power the War Wagon.

If the fuel tank reaches 16 or more units, the vehicle stops completely and the tank vents all fuel through the vehicle. Blood sprays out of the vehicle and coagulates into a Blood Fiend.

FIEND BLOOD

Unlike the Infernal War Machines some devils ride, the War Wagon instead can utilize the fuel in its tank to increase the actions those mounted in the War Wagon can take:

- The War Wagon makes a 90 degree turn. This uses one unit of fuel.
- The War Wagon advances forward. This consumes up to 3 fuel units. The war wagon moves forward 10 feet for each unit consumed.
- The crossbow deals an additional 10 points of force damage. This uses one unit of fuel.
- The War Wagon regains 20 hit points. This uses two units of fuel.
- The crossbow attacks with advantage.

In the adventure, the crossbow can be improved because of Death. This causes it to deal 4d12 damage instead of 3d12. The structural integrity of the war wagon can be improved thanks to Thaddius. If the adventurers apply the magical bone, the AC for the War Wagon increases by 1.

Hellbound Heists was penned by the following unfortunate souls, toiling under the assumption they could barter for fame and success. As with all things under the purview of Asmodeus, they will be swiftly and appropriately incarcerated in Malbolge and pay for their crimes.

Bryan Holmes, author of 'Nobility of Waterdeep' and 'Feats of the Forgotten Realms' on dmsguild.com, was responsible for penning The Avernus Job as well as organizing Hellbound Heists.

Chad M. Lensch, author of 'Crawfolk' and 'Octopods' on dmsguild.com, was responsible for penning The Archdevil's Gambit. More of his thoughts can be found on twitter as ddsDnD.

Christian Eichhorn, author of 'Notice Board: 50 Quest Seeds for Towns and Cities' and 'Magic Item Store: Zog's Arcane Farrago' on dmsguild.com, was responsible for penning Mission: Broken Heaven.

Steve Orr, author of 'Puzzles, Predicaments, and Perplexities' and 'Waterdeep: The Plowing and Running' on dmsguild.com, was responsible for penning According to Plan.

John Parker, contributor of 'The Malady Chronicles' on dmsguild.com and 'Hero Kids - Fantasy Premium Adventure - 101 Koboldz', on driveThruRPG, was responsible for penning What's in a Name?

Jos van Egmond, author of 'Magic Potions & Ingredients' and 'Books & Libraries' on dmsguild.com, was responsible for penning Mission: Dis Protocol. More of his thoughts can be found on twitter as RPGPapercrafts

Justice Arman, author of 'Oath of the Hesir' and 'Devil's Advocate: A Guide to Infernal Contracts' on dmsguild.com, was responsible for penning 6:66 to Mephistar. More of his thoughts can be found at www.NorseDM.com

Ryan Langr, author of 'Time Traveler's Guide to Chronomancy' and 'The Four Horsemen of the Apocalypse' on dmsguild.com, was co-responsible for penning Come Hell or High Water. More of his thoughts can be found on twitter as Realmwarpm

Zavier Bates, author of 'Forgotten Gifts' was co-responsible for penning Come Hell or High Water. More of his thoughts can be found on twitter as XavierBates

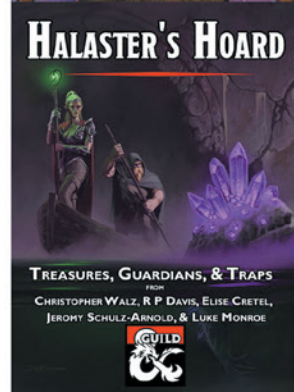
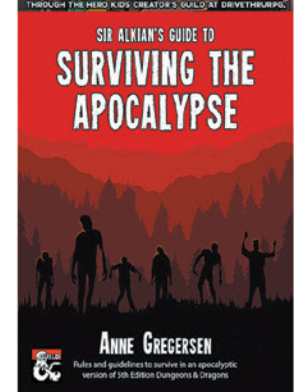
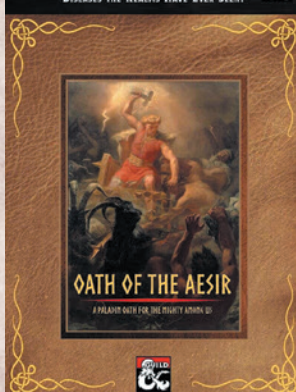
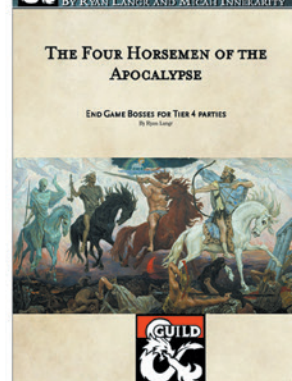
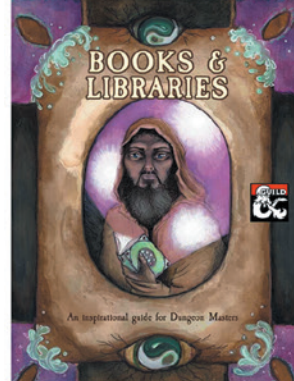
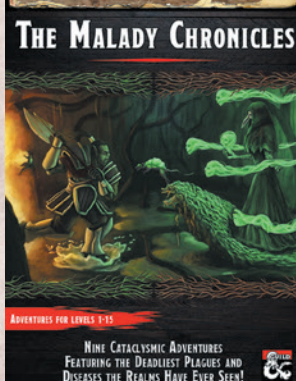
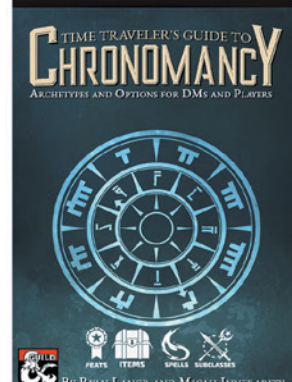
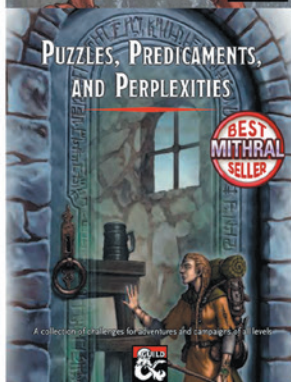
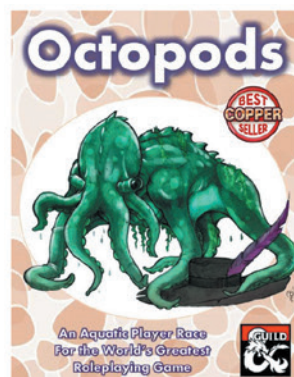
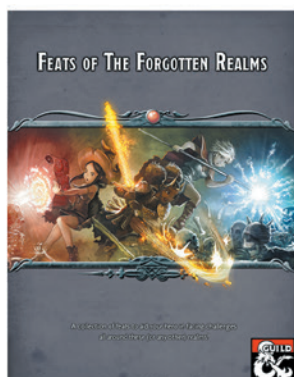
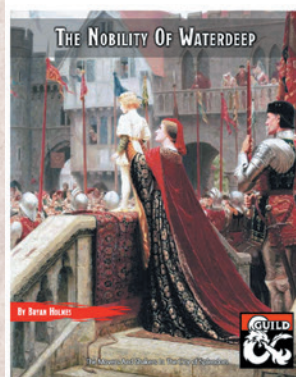
The adventure Meltdown Masquerade in Malbolge was co-authored by the entire team co-operatively.

Editing duties were undertaken by Christopher Walz who has contributed to 'Midnight Revelry' and 'Halaster's Hoard' on dmsguild.com. Ryan Langr and Justice Arman, were also editors, in addition to their authorship above.

Layout was entirely helmed by Anne Gregersen, author of 'Monster Loot' and 'Sir Alkian's Guide to Surviving the Apocalypse' on dmsguild.com.

A collection of handwritten signatures in black ink. From left to right, the signatures are: Bryan Holmes, a signature that appears to be 'A. L.', Stone On, a signature that appears to be 'J.', Jos van Egmond, a signature that appears to be 'C.', Justice Arman, a signature that appears to be 'J.', Chad M. Lensch, and a signature that appears to be 'A. G.'. There are also some smaller, less legible signatures and initials scattered around the main ones.

Other Titles From The Authors of Hellbound Heists





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