

# AZZAEL'S GUIDE TO: AVERNUS

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**ANDRÉS LILLO**

Explore Avernus and what might be waiting  
for you in afterlife.



# INTRODUCTION

**L**et's be honest, you don't want to be here, no one ever wants to be here, but it's late now and you are on this damned place. My job here as an infernal ranger is to help people like you to survive the dangers of Avernus and teach them some nice tricks to make your life just a little easier, though many of those tricks needs you to do some questionable acts, but that's how it works down here. So, ¿Are you ready? Good, now grab the tongue of this condemned soul, we are making a slingshot out of it.

–Azzael Ulbrinter

## OVERVIEW

*Azzael's Guide to Avernus* contains additional material to use alongside *Baldur's Gate: Descent into Avernus* or in any other adventure set in the first layer of The Nine Hells. This material includes new ideas full of dark humor that will test the characters alignment. Good characters will be tempted to do some little evil acts to make their lives easier, while evil characters will see what punishment waits for them on hell.

**How to use lemures:** When a condemned soul arrives for the first time to Avernus, it usually starts as a lemure. Other devils give those poor creatures a countless amount of uses, ranging from using them as cover on the Blood War, to use their tongues as toilet paper. This chapter include some ideas for you, the Dungeon Master, to add in your game. Evil characters will think twice before selling their souls if they don't want to end in their afterlife as one of those poor creatures.

**Weaponize that:** The devils scavenge the battlefield to build their infernal war machines, using demon ichor is good enough, but this chapter goes beyond and allows players to create new weapon stations for their War Machines or for their own use. For example, extracting the spines from the tail of a Spined Devil allows you to craft some explosive arrows, but if done carelessly, the spine will blow up in your hand and burn your eyebrows long before you attempt to put it in your bow.

**Let's make a deal:** Devils are known to make deals, especially in Avernus where they are vulnerable of dying forever. A devil, normally doesn't ask for a soul on their first deals with a creature, they usually start by asking simple things, like throwing a friend to the river Styx. This chapter gives some example of what an imp or such a lesser devil would ask as a part of a deal, little things that little by little will corrupt even the best of paladins.

**Flying disaster:** After a gnome arrived to Avernus, he pitched his idea of a flying vehicle to a Horned Devil named Bazelsteen, as the gnome didn't protect his idea with a copyright deal, Bazelsteen materialized the gnome's idea and made it into a luxury flying vehicle, that later developed into a gargantuan flying war machine. This chapter includes two flying war machines to drop over your players.

**More Fiends:** This chapter provides four new fiends from older editions updated to fifth edition. Those creatures are not only mechanically interesting, but will also test the party's alliance. This might end with the good aligned paladin killing the evil aligned rogue.

## CREDITS

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*Disclaimer: This supplement contains some questionable moral decisions, tricky imps that want nothing more than a good cruel prank, dark humor and a sarcastic narrator. Azzael is not responsible for alignment changes or traumas product of torturing lemures.*

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# TABLE OF CONTENTS

<b>How to use Lemures</b> .....	<b>4</b>
Ammunition of agony.....	4
Awful Bagpipe.....	4
Bloodglass .....	4
Despairing Container.....	4
Dispenser of Tears.....	4
Flesh Anvil.....	5
Flying Pain .....	5
Game of Anguish.....	5
Living Weapon Rag.....	5
Outhouse of Sadness.....	5
Scratcher of the Lower Plane .....	5
Styx Rowboat .....	5
Suffering Umbrella.....	5
Weeping Whip .....	5
<b>Weaponize That</b> .....	<b>6</b>
Scavenging.....	6
Demons .....	6
Devils.....	8
<b>Let's Make a Deal</b> .....	<b>10</b>
Diabolical deals .....	10
Impish pranks .....	10
Impish contract forms.....	11

<b>Flying disaster</b> .....	<b>12</b>
A Story of Copyright.....	12
Flying mishaps .....	12
Flying pain.....	13
Flying nightmare .....	13
<b>More Fiends</b> .....	<b>14</b>
Demons .....	14
Carnage demon.....	14
Jovoc.....	15
Devils.....	16
Remmanon .....	16
Stitched devil .....	17



# HOW TO USE LEMURES

**T**o survive on this place, you have to forget everything your mommy and daddy taught to you. If you need to take someone skin to make an umbrella, you do it. Oh? You are scared that if you keep doing evil stuff you will also end up as one of those poor souls? well, yes, but at least you can try to survive longer by doing some questionable acts.

—Azzael Ulbrinter

Being on Avernus takes a toll to the adventurers, especially those aligned for good. It is a rash environment where everything asks you to do evil acts to survive. At the core of *Baldur's Gate: Descent into Avernus*, there is a constant conflict of the player characters needing to do evil acts to survive, meanwhile an evil character will face what can happen to him if he keeps acting selfish and greedy.

Devils use **lemures** in countless awful ways, they enjoy torturing them and the lemures are too weak to fight back. Lemures are shapeless figures made of flesh, barely having some bones or organs, those features allow devils to be creative in their ways to torture the condemned souls, sculpting the lemure flesh for their personal needs.

Here are some ideas of how the devils, and player characters, can use lemures in evil ways to make their life easier, at the same time they torture the lemures making every evil character question if they want to end like that in their afterlife.

## AMMUNITION OF AGONY

In the surface there is a common sport named “Gnome throwing”, here in Avernus it is called “lemure throwing”. You need to open a lemure mouth and put gunpowder inside, pour some oil over the lemure and then throw it using a catapult or similar mechanism. The contact with the hot air of Avernus will make the Lemure burn and then explode on the battlefield.

A Lemure that explodes this way deals 2d6 fire and 1d6 acid damage to creatures within 10 feet of it, a successful DC 12 Dexterity saving throw halves the damage.

## AWFUL BAGPIPE

Music isn't something you can normally find in Avernus, at least not in the conventional way. By extracting bones from a lemure and hollowing them, then piercing them back into the lemure, devils and bards can blow air into the lemure, which will start shouting and weeping at the rhythm of the performer.

Music performed this way sounds horrible, but bards can still use them to cast their spells. If a bard uses the awful bagpipe to cast *dissonant whispers* targeting a creature that isn't a Fiend, the target has disadvantage on its Wisdom saving throw.

## BLOODGLASS

If a devil makes a deal with you, and said deal has a time limit, he will need to track time. It could simply use a regular sandglass, but that is not a devil's style. A devil would encage a lemure in a giant sandglass and make it bleed, the time will be over once the blood and flesh of the lemure drips to the bottom. I recommend you to make sure that the deal indicates that the devil can't damage the lemure once it is inside the sandglass, as that would greatly reduce your time limit.

## DESPAIRING CONTAINER

By breaking a lemure's jaw, you can make them perfect mobile containers of Demon Ichor or water from the river Styx. Each despairing container can fit 2 pints of liquid inside. You can also hang it from the throat and make some holes underneath to create a shower, everyone needs a good bath, even in Avernus.

## DISPENSER OF TEARS

Using some fiendish magic and by tearing a hole on a lemure belly, greater devils can stuff lemure with potions inside and create a vendor machine. After placing a certain amount of *soul coins* inside the lemure mouth and forcing him to swallow it, the lemure will eject from the hole on his belly a *potion of healing* or similar item. The devil that created the dispenser then collects all soul coins stored inside the lemure. Trying to take the potion by ripping apart the lemure won't only end up breaking its content, it will also alert its creator that will be rightfully mad with the adventurers that tried to steal from it.

Each dispenser of tears has a different cost and content, it is up to you as the DM to decide its price in soul coins and content. A party that barely have soul coins and is having a rough time in combat might need a *potion of greater healing*, meanwhile a party that isn't having a bad time in Avernus and have collected many soul coins, might receive a *potion of poison* instead.

### HOW TO SHOWCASE THIS?

The ideas presented here can be added as random encounters on Chapter 3 of *Baldur's Gate: Descent into Avernus*. Otherwise, they can be shown as part of the daily routine on Avernus, a devil can be carrying a Suffering Umbrella, Bel can have Flesh Anvils on its forge and an ammunition of agony can be thrown to the players if they get too close to the Blood War or somewhere else where you don't want them to go yet.

The intention is to make the evil characters think again about doing evil acts as they can see the kind of punishment is waiting for them in hell, while also giving them some good reasons to torture poor lemures themselves to survive on Avernus.

## FLESH ANVIL

The process of creating *hellfire weapons* damages normal anvils, and creating hellfire anvils takes too much material and it is an expensive process, so the smartest devils developed a new kind of anvil, the flesh anvil. By pouring some melted normal iron and melted rocks inside a lemure and shaping it in the shape of an anvil, you can create flesh anvils that are perfect to create hellfire weapons, as even if they get damaged, they don't really matter.

A character proficient with smith tools can attempt to forge a hellfire weapon using a flesh anvil during a short rest. The character must succeed a DC 15 dexterity check using smith tools and provide 200 gp worth of materials, including hellfire iron that can be traded with devils.

## FLYING PAIN

Most devils can fly by their own, so when a gnome arrived to Avernus and told to a horned devil the idea of a flying vehicle, no one expected the devil to actually materialize that idea. To make a Flying Pain you need to take extract the skin of at least ten lemure and stitch them together in a sphere, then you can use the bones to craft a basket. You will also need a source of heat to make the Flying Pain lift.

The Flying Pain is treated as an infernal war machine and its Stat Block can be found on chapter 4 of this supplement (page 12), alongside an improved version that can be used on battle.

## GAME OF ANGUISH

Devils love gambling, one popular game in Avernus is the Game of Anguish. Each devil takes turns ripping out flesh from a lemure, taking as much or as little as they want, the game continues until the lemure dies and the devil that gave the "final rip" to the condemned soul loses the game.

To play the Game of Anguish with your players, roll 3d8 for the hit points of a lemure, then the characters must decide each turn how much damage (from 1 to 4) they want to inflict to a captured lemure, the creature that ends up killing the lemure loses the game.

## LIVING WEAPON RAG

The blood war demands innovation, and so when the devils needed a better way to carry their weapons into the battlefield, they used their trustworthy lemures as weapon rags. By stabbing the lemure with swords, pikes and such piercing weapons and then burning the wounds, they create mobile weapon rags that carry weapons to the frontline. As they are covered in weapons, if the devils see their enemies getting to close to their rags, they order the lemure to charge into the enemy and slash their foes.

A lemure with weapons attached to it gains the following trait:

**Rush of Pain.** When a creature starts its turn within 5 feet of the lemure or moves within 5 feet of it for the first time on a turn, it must succeed on a DC 12 Dexterity saving throw or take 2d4 slashing damage.

## OUTHOUSE OF SADNESS

One of the most interesting things you can find in the infernal landscape of Avernus, is an Outhouse of Sadness. It works similar at what you would expect from any kind of outhouse toilet, except that there is a lemure hooked on the wall with his mouth open and an elongated tongue. You can use the tongue to clean yourself after using the toilet.

## SCRATCHER OF THE LOWER PLANE

People in Avernus have their necessities, one of them is needing someone to scratch their weals, warts and other kinds of flesh bumps.

Lemures that are used for this kind of job end up with infected claws, when they hit a creature with their Fist Action, they deal an additional 1d6 poison damage.

## STYX ROWBOAT

By stretching a lemure and putting some kind of frame, you can create a rowboat to travel on the river Styx. Each lemure is enough to make a rowboat that can carry up to two medium creatures.

## SUFFERING UMBRELLA

The flesh of a lemure is amazingly shapeable, and by breaking some bones and using them as a frame, you can craft an umbrella that will be constantly crying in pain.

An umbrella is always welcome in Avernus as it has nine suns, especially for those creatures with sunlight sensitivity. While holding an umbrella made of the thick skin of a lemure, creatures with sunlight sensitivity don't have disadvantage on attack rolls.

## WEEPING WHIP

The head of a lemure that is still attached to its spine can be used as a whip by grabbing it by the skull, though its fragile and will surely break if it hits heavy armor. You can also grab it by the spine and use its skull as a flail.



# WEAPONIZE THAT

**T**hink, grab that spine, but be careful! If you pull it too much you will break it and it will explode in your face! Did you bring the gelugon carapace? We might need it soon. No! Don't use the skin of a dretch to craft a hide armor, are you mad? Its stink will be unbearable, actually... it might not be a bad idea now that I think of it.

-Azzael Ulbrinter

## SCAVENGING

Aside from the wandering emporium, there are not many stores in The Nine Hells, so you need to use every resource you can find. After slaying a denizen from Avernus, there is a lot of resources to scavenge that will help you to survive in the lower plane. Most resources must be extracted or processed using different tools and a character must have proficiency in said tool to attempt to scavenge the creature. A character can attempt to identify what can be done with a slain fiend with a successful DC 15 Intelligence (Nature) check, the roll is made with advantage if the character saw the creature fight in combat.

## DEMONS

While not native to Avernus, you can still find lots of tanar'ri ravaging in the Blood War. The demons after being slain become demon ichor after a tenday, so the materials must be extracted before it is too late. A *gentle repose* spell can help to stop this process by another tenday.

## BALOR

A slain **balor** explodes and leaves nothing behind, or that is what you would think. After exploding, the ground around the explosion becomes volatile to fire and to explode.

A character can use this soil to create up to three kegs of gunpowder (As seen in *Dungeon Masters Guide*). To do so it must succeed on a DC 20 Intelligence check using alchemist's supplies per keg.

## BARLGURA

A **barlgura** have a lot of body fat and fur, they would be perfect to do pelt coats, but as they become ichor, it is certainly not wise to keep its hide close to your body without some precautions.

A character with cobbler's tools can work during two tendays and expend 200 gp in materials to create a pair of *Boots of the Winterlands*.

## CHASME

Those pesky insects can be really bothersome and dangerous, their deadly sting is fearsome, luckily, you can extract their own poisonous gland to make a cure.

A character can attempt to extract a **chasme** poisonous gland and either create a *potion of poison* or a single dose cure for their Proboscis. To do either the character must succeed a DC 20 Intelligence check using a poisoner's kit. The cure has the following effects:

**Chasme proboscis's cure:** If you drink the cure using an action while your hit point maximum is currently reduced by the effect of a chasme, you regain 4d4+4 of your hit point maximum. You can't go over your normal maximum with this cure.

## DRETCH

While a **dretch** is almost worthless in combat, their fetid gas can be stored in flasks if extracted correctly.

A character can extract the odour glands from the dretch mouth and collect it on a flask, sealing it. To do so the character must succeed on a DC 10 Dexterity Check using a poisoner's kit, on a fail, the Fetid Cloud Action of the dretch triggers.

As an action, a creature can throw the flask to a point it can see within 20 feet, shattering it on the impact and releasing the 10-foot radius green gas from the dretch (As noted on its Stat Block from the *Monster Manual*).

### CRAFTING A MAGIC ITEM

Some of the options presented here allow characters to create magic items, rules for such activity appear on *Xanathar's Guide to Everything* and the examples here are based mostly in those rules.

With that being said, the time that takes creating magic items can be reduced by hiring hirelings, in Avernus, a character might try to hire a lesser devil or someone from Fort Knucklebone. This is especially important if you are playing *Baldur's Gate: Descent into Avernus* and the characters don't have the luxury of time to expend downtime crafting magic items.



## GLABREZU

What can be scavenged from a **glabrezu** is pretty obvious, it has giant pincers that can be closed and opened by pulling its tendons.

Each pincer can be used to create a weapon station for an infernal war machine after succeeding on a DC 15 Intelligence check using leatherworker's tools during a short rest.

**Pincer (Requires 1 Crew and Grants Half Cover).** *Melee Weapon Attack:* +5 (+Strength modifier of the infernal war machine) to hit. Reach 10 ft., one target. *Hit:* (2d10 + Strength modifier) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (Escape DC 10 + Strength modifier).

The pincers become demon ichor after a tenday from the glabrezu being slain.

## GORISTRO

The horns of a **goristro** are charged with foul magic making them strong even after death. But as any demon part, they become ichor after some time.

The pair of horns can be used to create a weapon station for an infernal war machine after succeeding on a DC 15 Intelligence check using leatherworker's tools during a short rest.

**Gore (Requires 1 Crew and Grants Half Cover).** *Melee Weapon Attack:* +5 (+Strength modifier of the infernal war machine) to hit. Reach 5 ft., one target. *Hit:* (7d10 + Strength modifier of the war machine) piercing damage.

## HEZROU

The stench of a **hezrou** comes from the slime they sweat during a fight, with some skills, you can extract the slime and use its stench for your own benefit.

A character can extract the slime of a hezrou and collect it on a flask, sealing it. To do so the character must succeed on a DC 20 Dexterity Check using a poisoner's kit, on a fail, the Stench trait of the hezrou triggers. A single hezrou has enough slime to fill up to 3 flask this way.

As an action, a creature can throw the flask to a point it can see within 20 feet, shattering it on the impact, creatures within 10 feet of the shattered flask must make a saving throw as being affected by the hezrou Stench trait (As described on the *Monster Manual*). The stench goes away after 1 hour or if a gust spell or similar magic is used.

## MANES

The lowest form of the denizens of The Abyss, the **manes** are almost as weak as a lemure, but unlike its devilish cousin, the manes dissipate into a cloud of vapor that is pretty useless, and even if you get capture it, you would end up creating a shadow demon.

## MARILITH

Being formidable foes, a **marilith** would be normally wielding magic weapons and jewelry, but if that isn't enough for you, you can scavenge the scales of its tail.

A character with leatherworker's tools can work during 25 tendays and expend 20.000 gp in materials to create a scale mail that grants resistance to cold, fire and lightning damage. The scale mail is treated as a very rare magic item.

## NALFESHNEE

Demon hordes are normally led by a balor, a marilith or a **nalfeshnee**. But meanwhile the balor explodes leaving no remains and the marilith's head looks too much like a humanoid, the head of a nalfeshnee can be easily recognized by other demons which cower in fear after seeing one of their generals being killed.

After slaying a nalfeshnee, a character can cut its head and carry it. Demons of CR 9 or lower that can see the head must succeed on a DC 15 Wisdom saving throw or be frightened by the carrier for 1 minute. A creature can repeat the saving throw at the end of each of its turn, 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 this effect for the next 24 hours.

This doesn't require any kind of tool to use. The head of the nalfeshnee becomes ichor after a tenday.

## QUASIT

The **quasits** are generally weak and have no special characteristics on their biology that can be useful to scavenge. Before slaying this foe, I recommend you to make a deal with it, you might end up having a new ally at your service.

## SHADOW DEMON

The **shadow demons** are the reason of why you shouldn't try to capture a slain mane. A shadow demon that wasn't created by your own recklessness, would normally possess 1d6 soul coins, as they like to trade souls just like devils do.

## VROCK

Those damn vulture-like tanar'ri have poisonous spores, and just like the dretch and the hezrou, you can give some good use to them.

A character can extract the spores of a **vrock** and collect them on a flask, sealing it. To do so the character must succeed on a DC 15 Dexterity Check using a poisoner's kit, on a fail, the Spore action of the vrock triggers.

As an action, a creature can throw the flask to a point it can see within 20 feet, shattering it on the impact, creatures within 15 feet of it must make a Constitution saving throw as being affected by the vrock Spores action (As described on the *Monster Manual*). The spores linger on the place and goes away after 1 hour or if a gust spell or similar magic is used.

## YOCHLOL

The handmaidens of Lolth have a strong magical spiderweb on their repertory, after killing a **yochlol** you can extract its filaments to weave with it.

A character with weaver's tools can work during 25 tendays and expend 20.000 gp in materials to create a *Cloak of Arachnida*. Otherwise, using weaver's tool a character can expend 2 tendays working and 200 gp in materials to create a pair of *slippers of spider climbing*.

A single yochlol is enough for a single cloak or up to 3 pairs of slippers.

## DEVILS

The denizens of Avernus, the baatezu die permanently if you kill them in their home, which can be very rewarding if you keep their remains.

### HAMATULA

The **barbed devils** have some wicked barbs on their skin that you can use to make a special kind of hide armor.

As part of a short rest, a character with leatherworker's tools can create a barbed hide armor with the remains of the barbed devil, to do so it must succeed on a DC 15 Dexterity check using leatherworker's tools.

A creature grappling or being grappled by a creature wearing barbed hide armor takes 1d10 piercing damage at the start of its turn.

### BARBAZU

Beware the frontline soldiers of the blood war, the **bearded devils** have nasty beards that come in different shapes, sometimes they look like flails, sometimes like snakes, in any case grabbing them and using them as melee weapon is dangerous as you can end up damaging yourself, I recommend cutting their heads while and throwing them at your enemies.

A decapitated bearded devil head can be considered like a weapon with the thrown (20/40 ft) propriety, on a hit it deals 1d8 piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be 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.

The poison of a bearded devil head loses its potency after 24 hours of being killed, or after the first time a creature fails its saving throw against the poison.



### OSYLUTH

A **bone devil** is a formidable foe, slaying one of them stops their attempts of promotion, but will mostly end in someone else raising to the rank of the osyluth. They are naturally equipped with a wicked scorpion tail and its poison lasts up to 1 tenday after the bone devil being killed.

The tail can be used to create a weapon station for an infernal war machine after succeeding on a DC 15 Intelligence check using leatherworker's tools during a short rest.

**Sting (Requires 1 Crew and Grants Half Cover).** *Melee Weapon Attack:* +5 (+Strength modifier of the infernal war machine) to hit. Reach 10 ft., one target. *Hit:* (2d8 + Strength modifier of the war machine) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be 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.

### KYTON

The **chain devils** are equipped with multiple chains, ranging from 4 to 6 or even more chains, each with a wicked hook at the end.

A harpoon flinger station from an infernal war machine can be modified to use the chains as ammunition, to do so a character must succeed on a DC 15 intelligence check using smith's tools during a long rest. While using the chains as ammunition, the modified harpoon flingers functions as following:

**Chain Harpoon (Requires 1 Crew and Grants Half Cover).** *Ranged Weapon Attack:* +5 (+Dexterity modifier of the infernal war machine) to hit, range 10 ft., one creature. *Hit:* (2d6 + Dexterity modifier of the war machine) slashing. If the target is a Medium or smaller creature it's grappled (Escape DC 14). Until the grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns. While grappling a creature, the chain harpoon can't attack, and the chain harpoon's operator can use a bonus action to pull the grappled creature 10 ft towards the station.

The chains aren't expended as ammunition, but can be broken as described in the chain devil Stat Block from the *Monster Manual*.

### ERINYES

Slaying an **erinye** is no easy task, sadly, aside from a chance of them carrying a *rope of entanglement*, they are too humanoid and don't have any special part on their bodies that can be used to create something useful unless you are some kind of sociopath.

### MALEBRANCHE

The horns of a **horned devil** aren't as strong as the ones of a goristro, so they can't be used on the same way, and their deadly tail isn't as useful if it isn't attached to the living devil. What can be used from a horned devil are its giant wings.

A character with weaver's tools can work during 10 tendays and expend 2.000 gp in materials to create a *mantle of spell resistance*.



## GELUGON

If you manage to defeat an **ice devil** in Avernus, you will get an excellent carapace to create some special armor.

A character with leatherworker's tools can work during 10 tendays and expend 2.000 gp in materials to create a *half plate armor of cold resistance*. Otherwise, the carapace is enough to create two +2 *shield*, expending 2.000 gp and 10 tendays for each.

## IMP

The poisonous sting of an **imp** loses its effect shortly after its killed, leaving a useless corpse. It would be great that such easy to kill enemy to leave behind something useful, but I guess the balance of the cosmos doesn't want us to exploit this.

## LEMURE

Lemure have countless uses, so many that I dedicated a full chapter to them.

### MAYBE WE COULD MAKE A DEAL INSTEAD?

If you don't want to fight a powerful fiend, you might rather make a deal with it and become a warlock. But, would a warlock of Zariel work on the same way that a warlock of a demon lord? With *Dramatis Personae: Fiend Patrons* the answer is no!



Available on the Dungeon Masters Guild!  
<http://dmsguild.com/product/324662>

## PIT FIEND

If you end up killing a **Pit Fiend** on Avernus, first, I must congratulate you, you have done well to the whole multiverse... secondly, you now have to kill a balor or some other powerful demon to bring balance. Unlike its demonic counterpart, the balor, the pit fiend leaves behind a really useful corpse.

A character can attempt to extract the poisonous glands from the mouth of a pit fiend with a DC 20 Intelligence check using a poisoner's kit. The poison has the following properties:

**Pit Fiend Poison (Injure, 1.500 gp):** A creature subjected to this poison must make a DC 21 Constitution saving throw or become poisoned. While poisoned this way, the target can't regain hit points, and it takes 21 (6d6) 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.

A character can also use the tails of a pit fiend to create a *mantle of spell resistance*, after working 10 tendays and expending 2.000 gp in materials while using weaver's tools.

Finally, the heart of a pit fiend is driven by pure evil. A character using alchemist's supplies or jeweler's tools can craft a *talisman of ultimate evil*, by working on it during 50 tendays of work and expending 100.000 gp.

## SPINAGON

The spines of a **spine devil** explode with a heavy impact, so you can try to cut them and use them as arrows with a bow, creating and exploding ammunition.

Each spine can be extracted with an action and succeeding on a DC 15 Dexterity check using an herbalism kit, on a fail, the spine explodes dealing 1d6 fire damage to the character that failed the extraction.

The spines can be used as arrows, and deal an additional 1d6 fire damage.

# LET'S MAKE A DEAL



ow that you are ready to start your travel on this wasteland, I will give you a good advice my mother told me: You are as weak as a lemure and twice as useless. If an imp offers you a deal, I say take it!

–Azrael Ulbrinter

## DIABOLICAL DEALS

Appendix A from *Baldur's Gate: Descent into Avernus* features some guidelines on how an infernal contract works. Lesser devils can't ask for a soul on the first deal with a good aligned adventurer, but can ask for little evil acts to push the good align towards evil. This chapter presents some additional content specially designed for contracts made with tricky imps.

## IMPISH PRANKS

Before being able to claim a soul, devils ask for services that drive characters in the path of evil. Here are some examples of services and cruel pranks that are easy to accomplish, but that are morally questionable. They are all written like being spoken by a trickster imp, so you can directly quote them in your game.

### DID SOMEONE SAID "DEAL"?

If you want to add some extra humor to your journey through Avernus, make it that every time someone says the word "deal", an imp appears from a puff of smoke, ready to write down a contract.

With this you are allowing the characters to always have access to at least an imp to make a deal. It also helps to showcase the bureaucracy of the devils and how they are always ready to answer a call.

### BATH ON THE STYX

Push an ally of yours into the river Styx, just a dip, there is no need to drown it. Unless you want to, I won't complain.

### BROKEN GLASS

Get some broken glass, I want you to sneakily put broken glass in the shoe of one ally of yours while it sleeps. Don't tell anyone! I want to see its reaction on the morning.

### BROKEN SWORD

Break an ally's sword and return it to its scabbard. It is a secret! The next time your ally draws his sword it will be in for a surprise.

### BURNING OF THE BOOK

I heard you have a wizard friend, I will do what you ask, but only if you destroy its spellbook first.

### CANCEL A BARGAIN

While on the Wandering Emporium, offer to sell something, but just seconds before closing the deal, cancel it and don't sell it.

### DANGER BEHIND THE WHEEL

See those demon chickens? Why don't you run over them with your infernal war machine? Go to maximum speed!

### DON'T BRING HIM BACK

The next time one of your allies fall unconscious in a fight, I want you to not heal him until it has died or recovered it senses by itself.

### FEEL THE WIND

Go a full day without wearing clothes or armor and I will give you what you want. Show your skin to the world!

### GLUE THAT

I will give you just a tiny amount of sovereign glue that I have, I want you to paste some dirt into the hair of an ally. You can paste it on its skin if you want, I am not stopping you.

### HURT SOME FEELINGS

So, be honest, who do you think is your most beautiful ally? Well, I want you to declare your love to your ally, let's see what happens.

### SHAVE HIS BEARD

Shave the hair of an ally while it sleeps, if it is a dwarf, shave his beard.

### ICHOR EXPERIMENTS

I will give you a flask with demon ichor, pour it into one of your allies, let's see what happens!

### JUST WATCH

I will bring here a lemure, and I will slowly kill him, you just need to watch and don't interrupt me. By the way, this lemure was once an adventurer just like you.

### KILL A FAMILIAR

Familiars are expendable, aren't they? Then kill a familiar of one ally of yours, or better yet, your own.

### LET'S PLAY A GAME

I am bored, I want you to play with me a Game of Anguish (see page 5).

### NICE MEAL, WHAT IS THE RECIPE?

You need food? Ok, I will give you a nice meal, but after the dinner you must tell to your allies that they just ate human baby meat. Don't worry, it is just some rotten fish.

### QUICK VISIT TO THE outhouse

I will give you a special condiment for your next meal, I want you to put it on everyone's food. You might want to do this next to an outhouse.

### SHARE A SECRET

Do you know a close secret of one ally that no one else does? If so, tell to everyone you see today said secret. You can start by telling me.

### SMALL FRIEND ON A BARREL

I see you have a small ally. I will borrow you a barrel and I want you to trap your friend inside of it, then make it roll for at least 10 minutes. I might give you more treasure if your ally loses his lunch.

### SOLD SOUL

Ok I won't ask your soul for this, but I want to tell to your allies that you sold me your soul for this. Don't tell them that it is a lie, never, or your soul will indeed be mine.

### SWAP BOTTLES

I will give you a *potion of poison*, I want you to swap the *potion of healing* of your ally with this. Don't tell anyone!

### THIRD WHEEL

Seducer, without magical coercion, someone that is already on a relationship with someone else.

### WAKEUP CALL

So, mortals like you and your allies need to sleep, right? I want you to awake them in the middle of their sleep.

### IMPISH CONTRACT FORMS

The most common way of a contract is so be signed on an infernal scroll, but *Baldur's Gate: Descent into Avernus* provides some excellent examples of other forms of contract. Here are some extra ideas.

#### DISGUSTING FEAST

The devil produces a table and the contract is written on its tablecloth. To enter the contract the devil and the character making the deal must share an infernal feast over the table. The food looks and tastes awful, but the character must completely consume its portion.

Drinking fresh fruit juice voids the contract, which is hard to come by in Avernus.

#### ENDLESS ITCHING

The devil writes the term of the contract in blood and then summons a **stirge** that drains the blood. To enter the contract the devil and the character making the deal must allow the stirge to bite them. This produces a bump that never stops itching. When scratched, it reminds the details of the contract.

Finding and killing the stirge voids the contract and stops the itch.

#### ETERNAL BOND

The devil produces a pair of gold rings and the contract, it also summons an imp. To enter the contract the devil and the character making the deal must recite the terms of the contract while putting a ring on each other ring finger. After which neither can't take off the ring.

Cutting their fingers and throwing the rings into molten lava destroys the rings and voids the contract.

#### IRREPLACEABLE ART

The devil produces one unique painting, that a character with proficiency in *Painter's Supplies* recognizes as worth at least 1.000 gp. To enter the contract the devil and the character making the deal must write down the terms of the contract over the painting, ruining the precious piece of art.

Restoring the painting with a successful DC 20 Intelligence check using *Painter's Supplies* voids the contract, and causes the character and devil to go blind. A greater restoration spell or similar magic ends the effect on its recipient.

### WRITTEN IN ICE

The devil produces a giant ice cube with the contract frozen inside. To enter the contract the devil and the character making the deal must lick the ice cube, damaging their tongues in the process.

Melting the ice cube voids the contract, but it won't melt unless it is by magical means.

#### FIND FAMILIAR AND OTHER RITUALS

*Baldur's Gate: Descent into Avernus* suggests a cosmetic modification of the *find familiar* spell, making it summon an imp.

You can make that when a character starts the casting of *find familiar*, an imp appears alongside a jail containing another imp. The first imp asks the character to do some paperwork in order to gain the service of the jailed imp. This paperwork lasts 1 hour (which is the casting time of the spell).

You can do similar cosmetic modifications to spells with a long casting time or ritual spells, maybe casting the *scrying* spell requires for the caster to sign a formulary about privacy, or maybe it needs an approved license to conjure food using the *heroes' feast* spell.



# FLYING DISASTER

**F** always remember, before sharing a good idea with a devil, make him sign a contract so he can't profit of the idea without your consent. If you don't protect your ideas, no copyright law in the universe will stop them.

-Azzael Ulbrinter

## A STORY OF COPYRIGHT

A gnome arrived to Avernus some time ago and he needed a way to descend from a high place, after looking some leaves falling slow, he realized that he could use hot air to lift him in the air. The gnome didn't further develop the idea but shared it with an inventor horned devil named Bazelsteen (See Stygian Dock from *Baldur's Gate: Descent into Avernus*). Bazelsteen not only used that concept, but also found out that stitching some lemure skin was enough to create a balloon that could be lifted by hot air, he called it a Flying Pain.

Bazelsteen used his creation to ride non-flying devils as a recreation for a while, he finally got the attention of a pit fiend that asked him to create a war machine with this concept. Bazelsteen ended up creating a huge flying war machine, which he named Flying Nightmare.

## FLYING MISHAPS

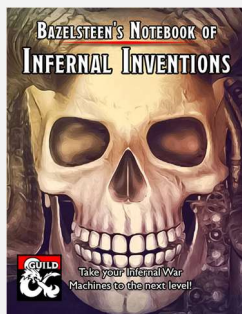
A flying infernal war machines have its own mishap table, as they have different problems. Flying war machines roll on the flying mishap table in the same situations as other war machines would, indicated on Appendix B from *Baldur's Gate: Descent into Avernus*, but additionally they also roll if they are affected by strong winds such as with the *gust of wind* and *control winds* spells.

## FLYING MISHAPS TABLE

d20	Mishap	Repair DC
1	Hot Burner. The furnace is burning and lifting the vehicle. At the start of each round until the mishap ends, the vehicle ascends 10 feet and takes 10 (3d6) fire damage.	15 (Dex)
2-4	Untameable Winds. When moving, the vehicle uses all its movement on a random direction (Determined by a d8) until the mishap ends.	15 (Str)
5-7	Air Leak. At the start of each round until the mishap ends, the vehicle descends 10 feet.	15 (Dex)
8-10	Bombardment Leak. At the start of each round, the vehicle drops one ammunition from the bombardment room station. That station can't be used until the mishap ends.	20 (Str)
11-13	Deafening Cry. The stitched lemures start wailing at the same time. Until the mishap ends, any creature inside the vehicle is deafened.	20 (Cha)
14-16	Structural Damage. The joints of the vehicle start getting loose. The vehicle's Strength score is reduced by 2 until the mishap ends.	15 (Dex)
17-19	Shaken by the Wind. Until the mishap ends, the vehicle is under the Untameable Wind mishap and the Damaged Axle mishap (From <i>Baldur's Gate: Descent into Avernus</i> )	20 (Str)
20	Free Fall. The vehicle falls and hits the ground. Any creature that can't fly also fall and takes damage as normal.	None

### WANT TO SEE MORE INFERNAL WAR MACHINES?

*Bazelsteen's Notebook of Infernal Inventions* brings you eight new war machines! Including new weapon stations, armor upgrades, magical gadgets and three small quests for your journey through Avernus!



Available on the Dungeon Masters Guild!

<http://dmsguild.com/product/318579>



## FLYING PAIN

The Flying Pain handles like a hot air balloon and is used merely for recreational travels. The balloon itself is made with lemure skin (which are still alive and completely aware of their pain), the basket is made with their bones. An engine and an infernal furnace provide the heat necessary to lift the vehicle.

### FLYING PAIN

*Huge vehicle (8,000 lb.)*

**Creature Capacity** 4 Medium creatures

**Cargo Capacity** 100 lb.

**Armor Class** 24 (19 while motionless)

**Hit Points** 20 (damage threshold 5, mishap threshold 10)

**Speed** 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	10 (+0)	0	0	0

**Damage Immunities** fire, poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, stunned, unconscious

**Basket Cover.** The Flying Pain grants Half Cover to all it's passengers.

**Prone Deficiency.** If the Flying Pain falls prone, it can't right itself and is incapacitated until pulled outright.

**Steer Deficiency.** The driver can't steer the Flying Pain against the wind.

#### ACTIONS

**Helm (Requires 1 Crew and Grants Half Cover).** Drive and steer the Flying Pain.



Flying Pain

## FLYING NIGHTMARE

The Flying Nightmare works like a semi-rigid airship and is used in war alongside Zariel's flying fortresses dropping bombs on their enemies. The envelope is still done with stitched lemure skin, but the structure has been replaced with infernal iron to make it more durable and bigger.

The Flying Nightmare is also armed to defend itself from flying demons like vrocks.

### FLYING NIGHTMARE

*Gargantuan vehicle (5,800 lb.)*

**Creature Capacity** 10 Medium creatures

**Cargo Capacity** 1 ton

**Armor Class** 23 (19 while motionless)

**Hit Points** 100 (damage threshold 10, mishap threshold 20)

**Speed** 0 ft., fly 140 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	0	0	0

**Damage Immunities** fire, poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, stunned, unconscious

**Magic Weapons.** The Flying Nightmare's weapon attacks are magical.

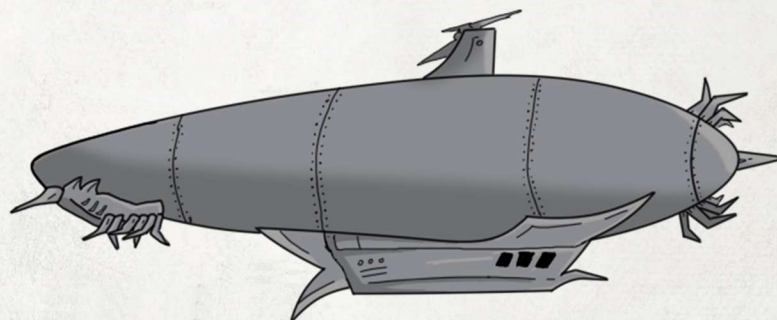
**Prone Deficiency.** If the Flying Nightmare falls prone, it can't right itself and is incapacitated until pulled outright.

#### ACTIONS

**Helm (Requires 1 Crew and Grants Half Cover).** Drive and steer the Flying Nightmare.

**Bombardment Room (Requires 2 Crew and Grants Full Cover).** *Ammunition:* 10 bombs. The crew drops a bomb directly under the Flying Nightmare. The bomb explodes on impact dealing 24 (7d6) fire damage to creatures within 10 feet of the explosion. A successful DC 12 Dexterity saving throw halves the damage.

**2 Harpoon Flingers (Each Station Requires 1 Crew and Grants Half Cover).** *Ammunition:* 10 harpoons. *Ranged Weapon Attack:* +9 to hit, reach 120 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



Flying Nightmare

# MORE FIENDS

**D**ust when you thought that you have had enough of those rotten foul creatures, there is another even more disgusting one to look at. I wish for the day when we get to slain all of the fiends, but it looks like something we won't achieve on this life.

-Azzael Ulbrinter

## DEMONS

### CARNAGE DEMON

Have you wondered how dretches can run into battle so fast? Well, most of those times if because their masters have unleashed carnage demons behind them and the dretches are running for their lives.

Carnage demons live to destroy and kill, even its own allies. By themselves they don't offer much of a threat, but by unleashing multiple carnage demons they go rampage together slamming their enemies and allies alike with their powerful fists.



### CARNAGE DEMON

*Medium fiend (demon), chaotic evil*

**Armor Class** 10

**Hit Points** 20 (3d8 + 6)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	5 (-3)	6 (-2)	6 (-2)

**Saving Throws** Dex +2, Con +4, Wis +1

**Skills** Perception +2, Survival +2

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

**Damage Immunities** lightning, poison

**Condition Immunities** charmed, frightened, poisoned

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

**Languages** Abyssal

**Challenge** 2 (450 XP)

**Carnage.** For each other carnage demon within 30 feet, the carnage demon gains a +1 bonus on attack rolls and damage rolls, up to a maximum of +5.

**Destructive Appetite.** At the end of each of the carnage demon's turns, if it hasn't attacked a creature this turn and there's a creature within 5 ft., the carnage demon attacks that creature with a Slam attack.

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

**Reaving Fists.** The carnage demon's Slam attacks ignore half and three-quarters cover.

### ACTIONS

**Multiattack.** The demon makes two slam attacks.

**Slam.** *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) bludgeoning damage.

### CARNAGE DEMON VARIABLE CR

Carnage demons grow stronger the bigger their numbers thanks to their Carnage trait. A carnage demon by itself is a CR 2 as presented here. Three carnage demon together are a CR 3 creature each one. While five or more are CR 4 each.

## JOVOC

These small demons are personification of the chaos that created them. Bigger demons use Jovocs as meat shields, as the Jovocs possess the special ability to reflect all the damage they take. This combined with the fact that those little scoundrels have tough bodies and resilience, makes them really devastating when they attack in big numbers.

Jovocs like to fight in trios, hiding close to their foes, and instead of ambushing them, they start hurting each other with their claws to transfer the damage to their surprised enemies.

### JOVOC

*Small fiend (demon), chaotic evil*

**Armor Class** 12

**Hit Points** 52 (8d6 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

**Saving Throws** Dex +4, Con +5, Cha +2

**Skills** Insight +2, Perception +2, Stealth +5

**Damage Resistances** cold, fire, lightning

**Damage Inmunities** poison

**Condition Inmunities** charmed, frightened, poisoned

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

**Languages** Abyssal

**Challenge** 3 (700 XP)

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

**Regeneration.** The Jovoc regains 5 hit points at the start of its turn if it has at least 1 hit point.

**Retribution Aura.** Whenever the Jovoc takes damage, each creature within 30 ft from the Jovoc that isn't a demon must make a DC 15 Constitution saving throw, taking an equal amount of damage on a failed save, or half as much on a succesful one.

**Summon Demon (1/Day).** As an action, the demon can attempt a magical summoning. The Jovoc has a 25 percent chance of summoning another Jovoc.

### ACTIONS

**Multiattack.** The devil makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.



# DEVILS

## REMMANON

There's many tales of strong alliances and kingdoms that have fallen because of the greed, jealousy or lust of their members, the truth is, devils enjoy planting seeds of discord and breaking apart alliances and tainting their souls with evils, but no devil does it better than the remmanons. Remmanons infiltrate on even the strongest alliances and start seeding friction within its members with the aid of its spells and its minions. Friendships starts to dwindle; relationships break and the once allies starts buying mercenaries to kill each other.

Remmanons desire to create conflict and see the downfall of the forces of good into evil. Other lesser devils might think that the remmanons take too much time planning and acting subtly, but in truth, no devil is more effective at tainting good aligned mortals as the remmanons, and they know it.

Remmanons aren't physically strong and can't do much damage by themselves, instead, they prefer to confuse their opponents to kill each other while hovering. Summoning devils to finish the job.



## REMMANON

Medium fiend (devil), lawful evil

**Armor Class** 18 (natural armor)

**Hit Points** 170 (20d8 + 80)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	18 (+4)	23 (+6)	24 (+7)	25 (+7)

**Saving Throws** Int +10, Wis +11, Cha +11

**Skills** Deception +11, Insight +11, Persuasion +11

**Damage Resistances** acid, cold

**Damage Immunities** fire, poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Infernal, telepathy 120 ft.

**Challenge** 12 (8,400 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.

**Innate Spellcasting.** The remmanon's spellcasting ability is Charisma (spell save DC 19). The remmanon can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *disguise self*  
1/day each: *teleport*

**Insidious Aura.** The remmanon emits an aura that feeds on their enemies doubts and fears. A creature that starts its turn within 30 feet of the remmanon must make a DC 19 Wisdom saving throw, unless the fiend is incapacitated. On a failed save, the creature is under the effects of the *confusion* spell until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the remmanon's Insidious Aura for the next 24 hours.

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

**Summon Devil (1/Day).** As an action, the devil can attempt a magical summoning. The remmanon has a 75 percent chance of summoning 1d3 bearded devils.

## ACTIONS

**Multiattack.** The devil makes two attacks with its hellfire touch.

**Hellfire Touch.** *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 3 (1d6) fire damage.



## STITCHED DEVIL

Mad Maggie isn't the only hag in Avernus creating abominations from fiendish remains as the one we find in *Baldur's Gate: Descent into Avernus*, named Mickey. Many night hags collect devil corpses and stitch their pieces together to create these kinds of foul creatures, after all, you shouldn't waste anything in Avernus.

For the devils, creatures of pure law and order, being a stitched devil is motive of agony and misery. They are not accepted by other devils and they don't have a place on the devil hierarchy. It is not common to see them fighting in the Blood War or serving devils, instead, they are more likely to be seen alongside their hag creator.

They express their suffering by casting the phantasmal killer spell on their enemies, an evil aligned creature that fails its saving throw against the spell will usually be haunted by its own evil acts taking a toll on its soul.

### RANDOM STITCHED DEVIL APPEARANCE

d6	Body Part	d8	Devil Origin
1	Head	1	Imp
2	Torso	2	Spined Devil
3	Left Arm	3	Bearded Devil
4	Right Arm	4	Barbed Devil
5	Left Leg	5	Chain Devil
6	Right Leg	6	Bone Devil
		7	Horned Devil
		8	Ice Devil



## STITCHED DEVIL

Large fiend (devil), lawful evil

**Armor Class** 20 (natural armor)

**Hit Points** 84 (8d10 + 40)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	7 (-2)	17 (+3)	17 (+3)

**Saving Throws** Str +5, Con +8

**Skills** Deception +6, Insight +6, Intimidation +6, Perception +6

**Damage Resistances** acid, cold

**Damage Immunities** fire, poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Infernal, telepathy 120 ft.

**Challenge** 9 (5,000 XP)

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

**Immutable Form.** The stitched devil is immune to any spell or effects that would alter its form.

**Innate Spellcasting.** The stitched devil's spellcasting ability is Charisma (spell save DC 16). The stitched devil can innately cast the following spells, requiring no material components:

At will: *dispel magic*

1/day each: *blight*, *phantasmal killer*

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

**Pain Aura.** A creature that starts its turn within 30 feet of the stitched devil must make a DC 16 Charisma saving throw, unless the fiend is incapacitated. On a failed save, whenever the creature takes damage while still within 30 feet of the stitched devil, it takes an additional 1d6 psychic damage. If a creature's saving throw is successful, the creature is immune to the stitched devil's Pain Aura for the next 24 hours.

### ACTIONS

**Multiattack.** The devil makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

## AN INFERNAL TRIP

A ranger would normally be living in a forest, drinking some fresh water and eating juicy fruits, while protecting civilization and the wild of hurting each other, but I am stuck here. Drinking some foul liquids and eating whatever scrap I can find, while avoiding demons and devils of killing each other too much, as that would damage the balance of the universe. ¿How do avoid demons and devil of killing each other? Easy, by killing them all in equal amount.

RODENT'S WARRIOR IN HELL

