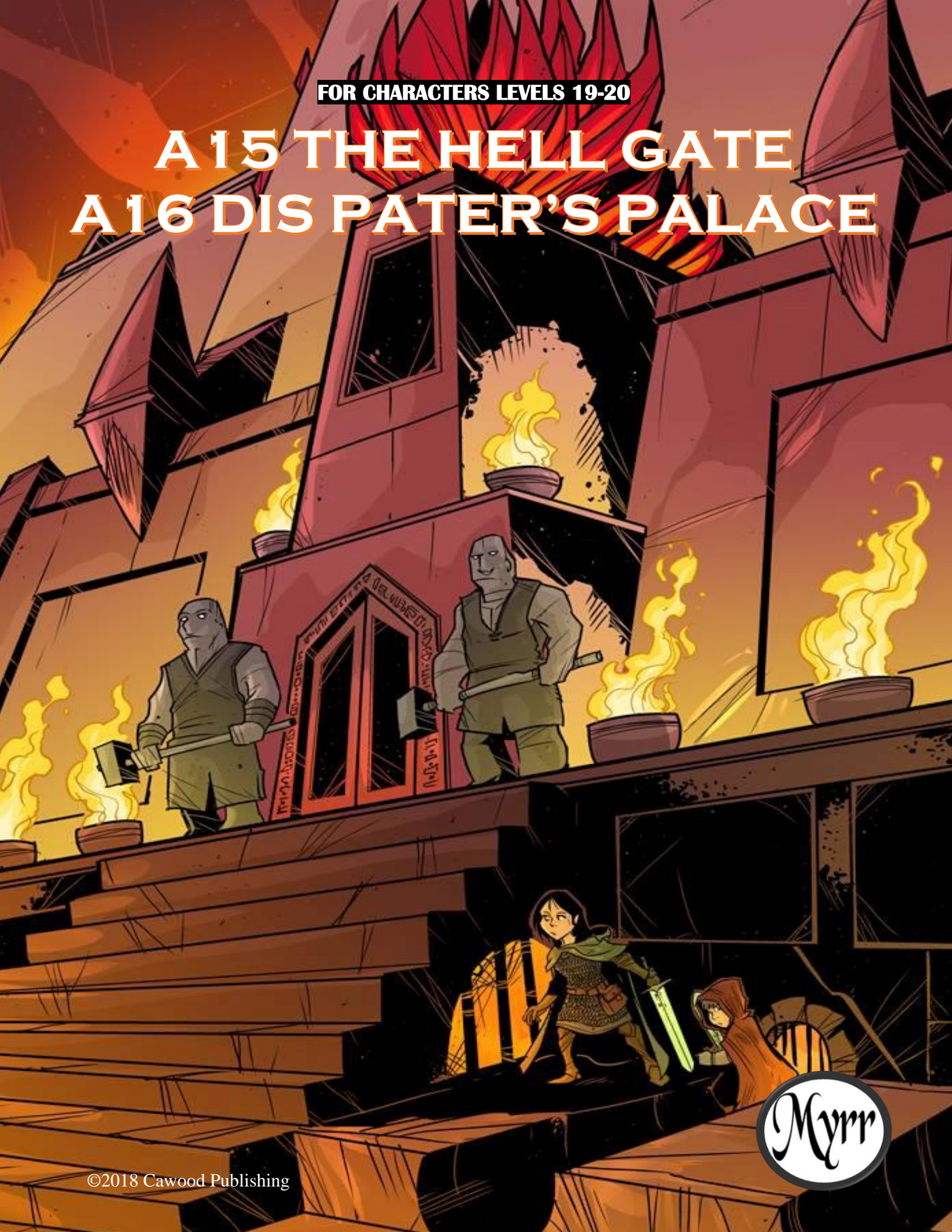


FOR CHARACTERS LEVELS 19-20

A15 THE HELL GATE

A16 DIS PATER'S PALACE



A 15 THE HELL GATE

A 16 DIS PATER'S PALACE

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Open Gaming Content throughout this book. OGL included on pages 35 – 37

WE CAN
— BE —
HEROES

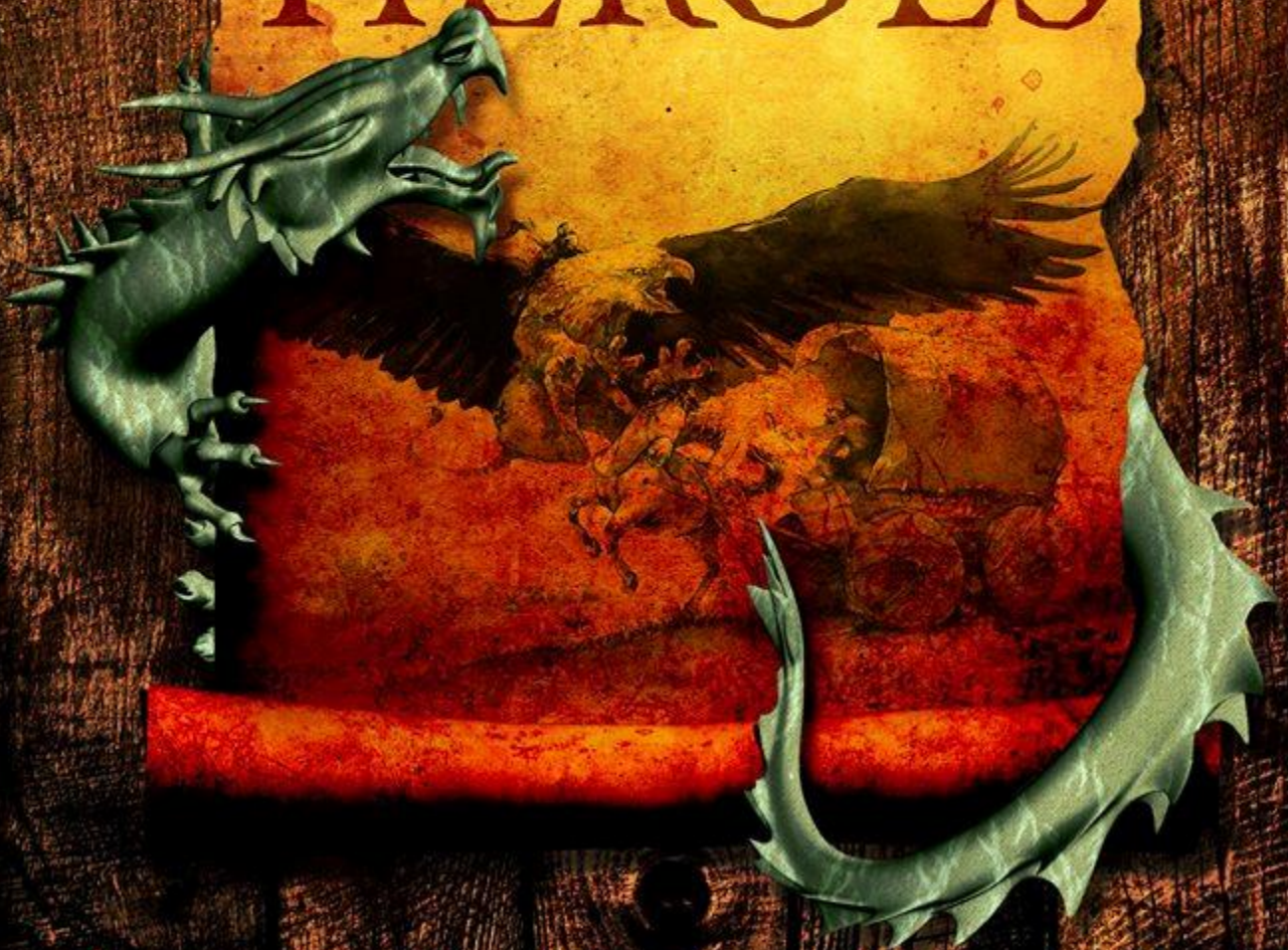
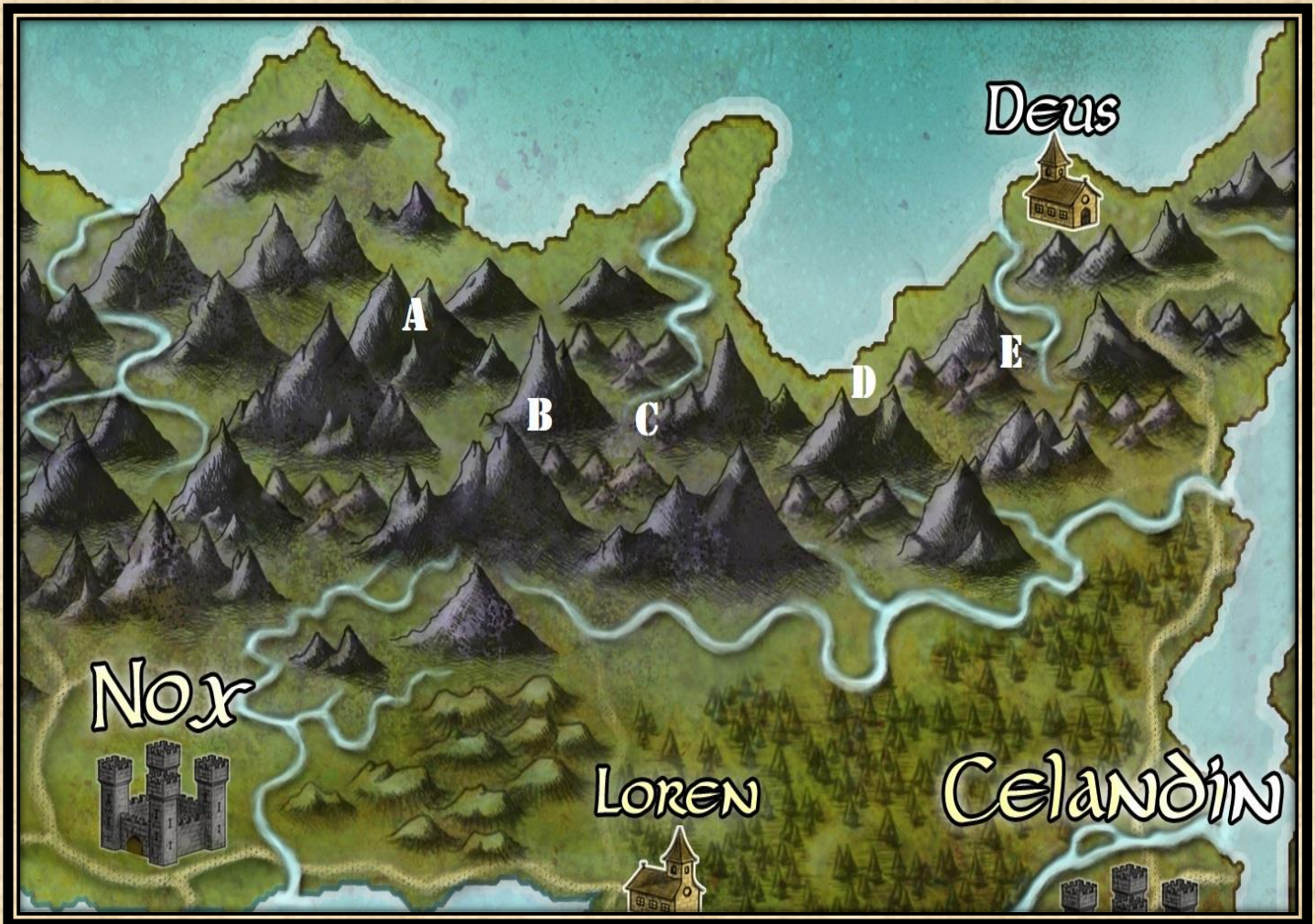


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MOUNTAINS OF THE SKY MAP



A	The Thunder Halls	Home of the giants and the starting point for the adventure.
B	Mountain Pass	Huge wild animals roam this area.
C	Whitewater Surprise	A surprise awaits in this freezing northern river.
D	Valley of the Tolls	Frost giants patrol this area and will allow entry for a price.
E	The Hell Gate	The gate to Hell that was opened by the Alliance. Our heroes must close it in order to help stop the evil forces.

A15 THE HELL GATE

This module is part of the Adventures in Myrr, set in the World of Myrr (MEER) campaign setting. See Cawood Publishing's website for more information: www.worldofmyrr.com

The Adventure

This adventure takes place in the Mountains of the Sky in northern Myrr and in Dis, one of the nine circles of Hell. Our intrepid band of adventurers will travel through the mountains to the Hell Gate and then into Dis. Once in Hell, they will follow the River Styx to the Iron City and Dis Pater's Palace.

Notes for the Game Master

It isn't necessary for the PCs to have defeated the giants in the Thunder Halls, however his adventure begins with that assumption. Originally the heroes dealt with the lower levels of the Alliance and now they are ready to face the leadership. The Alliance are led by vampire noble families and several devils. These leaders include Balathazar Damos, Queen Danara Bane of Wyld, and Dis Pater the arch devil. Closing the Hell Gate will stop the Alliance from bringing more devils and will weaken the Alliance. The party know they must go through the gate and close it from the other side. The PCs will also learn they will have to use Dis Pater's cubic gate to return to Myrr as all other magic to travel home won't work in Hell.

CLOSING THE GATE

Your party know a key part of stopping the Alliance will be to close the Hell Gate.

The adventuring party have had their chance to celebrate defeating the giants. Now on with more pressing matters....

(see the Mountains of the Sky map on page 6 for locations)



A. The Thunder Halls

Your party are resting in the giant king's throne room after defeating the enemy. Now that you've found the Illuminai weapons in the King's vault you are preparing to head to the Hell Gate. The exact location of the Hell Gate was found on parchment carried by the Alliance agents.

Other than getting their hands on the powerful Illuminai armor and weapons, our heroes also learned the location of the Hell Gate. On page 6 is the same map that shows where the gate is. The party also know they have to close the gate by going into Hell. To get to the Hell Gate the party will have to travel through the snowy mountains across the northern part of the continent of Myrr. The party also could take time to search the rest of the giant's stronghold (see adventure **A14 The Thunder Halls**).

The Mountains of the Sky

Orcs named the mountains ‘Grath Borl Va Gorth’, but the Common tongue translation seemed to catch on more. The Mountains of the Sky are the largest and most northerly of the mountain ranges in Myrr. These mountains are harsh, cold, and covered in snow for most of the year. The West is controlled by the Barbarians, the center by the orcs and dwarves, and the East by the dark forces of Deus. The mountain dwarf Uldan Empire has been rebuilt and the dwarves are ready to take their rightful place once again. Their oldest enemies are the orcs and the giants. Most of the giants make their home in the solitude of the Thunder Halls. The Nyvard Cavern keeps the giants at bay because of rumours that a monstrous beast slumbers inside. Some mountain dwarves say it is the legendary tarrasque. The orcs live in their fortified stronghold known as Krull. In the Northeast are the Draco Isles, rumoured to be the home of the Queen of the Dragons. Red dragons have been seen in the northeast and white dragons in the far north.

B. Mountain Pass

After leaving the Thunder Halls you eventually reach a very snowy mountain pass. Then your party notices several massive wolves racing towards you. They are baring their large fangs and running at top speed.

These eight **winter wolves** are here looking for anything to eat. Moving in the deep snow is a challenge and counts as **difficult terrain**.

C. Whitewater Surprise

As your party continue through the valley something huge bursts out of a river to your left. Whitewater splashes everywhere as a white dragon launches into the wintery sky!

This **adult white dragon** has been hunting in the area and just went for a swim. It will be confident it can overpower the group of adventurers.

Tactics: The dragon’s **frightful presence** will come into play immediately. Then the dragon will use its breath weapon.

D. Valley of the Tolls

Traversing the very tip of the continent you find the temperature drops moment by moment. Then two white giants block your progress into the next valley. “Ten thousand gold pieces to enter our territory!!!” boom the giants, their voices echoing for miles.

If the toll isn’t paid, the two **frost giants** will do whatever they can to stop the party going further into their territory. They aren’t allied with the giants in the Thunder Halls and claim an area to the northeast. However, the giants are aware that a small Alliance force has traveled east to guard the Hell Gate.

E. The Hell Gate

As you reach this area, you find a massive portal on the side of a mountain. However, someone else reached the Hell Gate before you!

The gate is guarded by none other than Balthazar Damos himself (see NPC section)! The **vampire** and his **vampire** daughter Selena Damos arrived here to stop anyone from closing the gate. They are accompanied by two **nightmares**, 20 **hobgoblins**, and three tiefling **magics** from Deus. Balthazar has a note reminding him that they must use Dis Pater’s cubic gate to travel back to Myrr if the gate closes.





DIS

The party have arrived in one of the circles of Hell! Map on page 25. See the Encounters section for random encounters in Dis on page 21.

Dis is a putrid land of toxins and loss. Most of the land is an expansive plain with a dark green sky hanging above. It is extremely windy and lightning streaks across the sky at random times.

1. Infernal Guardians

As you pass through the Hell Gate you arrive in a barren land with a dark green sky. Most of this circle of Hell stretches out on a vast plain as far as the eye can see. Foul, stinking vapors fill the air. You see a greenish river nearby and an iron tower near the far bank. Three long boats sit close by. Two horned devils with massive wings are there to greet you.

Coming through the gate isn't without consequences:

1. DC18 Con save or 4d10 poison damage after arriving in Dis.
2. Newcomers to Dis can't take a short rest for a day.
3. Any time arcane magic is used, roll a d20. A Wild Magic surge will result if a 5 or lower is rolled.
4. There is a 10% chance that divine magic won't work at all.
5. The wind will slow anyone flying, except devils, to quarter their normal speed.

Standing guard on the other side of the Hell Gate are two **horned devils**. One devil will attack, while the second will attempt to retreat to the closest iron tower to bring reinforcements.

Closing the Gate: There are two infernal symbols (one for *soul* and one for *contract*) on each side of the gate. If both symbols (AC 20, 50 hit points) are destroyed, the gate closes. Now the party's only way back to the World of Myrr is to use an infernal device, other traveling spells and magical items don't function properly in Hell. Notes carried by Balthazar Damos and Queen Danara Bane mention that Dis

Pater has a cubic gate, which can be used to travel to other planes, including the Material Plane.

If the party choose to use the boats, they can attempt to navigate the River Styx all the way to the Iron City. A river Chase table is provided on page 24.

2. Iron Tower

Scattered across the flat land of Dis are tall black, iron towers. Their arched turrets pierce the sky and can seen miles away.

These 200ft. tall towers are all manned by three **erinyes** and ten **barbed devils**. The barbed devils are under the winged fiends command. All the devils will attack intruders except for one erinyes, who will fly to the Iron City and alert the pit fiend at the main gate. Nothing of value is kept inside the simple towers. A spiral staircase made of iron reaches up from the entrance to the very top.

3. River Styx Guardian

You see a massive burst of steam erupt out of the soupy, light green river.

This is a **dragon turtle**, an infernal version that can survive the poisonous river. It will attack the party if they choose to travel down the river. If they choose to avoid the river, it will crawl out and attack them anyway! If anyone touches the water they must make a successful DC18 Constitution save or take 6d10 poison damage.

4. Fiendish Estates

Elegant mansions made entirely of iron seem surreal in this place. Hundreds of devils are lined up outside these buildings.

These estates are home to noble **rakshasas**. The nobles have been organizing the invasion force to attack the continent of Myrr. Each estate is home to 500 **barbed devils** ready to march to the Hell Gate. 50 human slaves (**commoners**), and a herd of hell cows also make their homes near each estate. The noble rakshasas each have a treasure hoard of *2000pp*.

5. Mount Faustus

You hear an earth-shaking noise and look up to see a volcano erupting. A huge plume of greenish-black smoke is rising into the dark green sky.

This mountain is an extremely unpredictable, poisonous volcano. If the party is within 20 miles of the volcano they must make a successful DC20 Constitution save. If they fail, they will take 10d10 poison damage from the toxic fumes (half damage for on a success). If they are within a mile of the volcano, they will take an extra 4d10 force damage.

6. The Iron City

A shining iron city comes into view. Multiple towers rise out of the massive settlement. A sizeable iron bridge crosses the River Styx and leads to an enormous gate.

See the map on page 26. This is a very dangerous place for the party. However, there is some chaos in this city after an assault by demons. This should help a high-level group reach Dis Pater's Palace. There is an encounter table for the Iron City on page 22, to enable the Game Master to add more encounters to this part of the adventure.

I. Main Gate

The largest devil you've ever seen stands guard at an immense iron gate. Four winged horned devils stand at its side.

This large **pit fiend** guards the city gate with four **horned devils**. They can be bribed with a very large amount of gold. If there's any trouble, one horned devil will fly off and return quickly with 1d4 **erinyes**.

II. Zombie Army

The streets here are choked by a massive zombie army being yelled at by a horned devil. There appears to be no way through.

Over a thousand **zombies** are here. The **horned devil** is sending them to another circle of Hell to fight off a demonic invasion.

III. Torture Chambers

As you pass a tall tower to your right you hear endless screaming. A massive pit fiend stands guard at the entrance.

The **pit fiend** won't allow anyone inside. Unfortunately, the hundreds of souls screaming inside are beyond saving. They were all from individuals who had made deals with devils from Dis. Fifty **bearded devils** are torturing them over and over.

IV. Noble Residences

Several large towers reach into the eerie skies above. A troop of bone devils stands guard.

These buildings are home to some of the higher-ranking devils in Dis. The eight **bone devils** guard over the homes of **rakshasas**, arch-devils, and other loathsome creatures. Any intrusion into these homes would be foolish. Flocks of **erinyes** and several **pit fiends** would be called to defend the residences if there was any attack.

V. Central Towers

In the center of the infernal city are several of the tallest towers. Winged fiends seem to fly in and out of these structures on an ongoing basis. Other devils come and go through the entrances on the street.

This is the home to much of Dis Pater's army. Anyone entering here would be on a suicide mission. The towers are packed with **erinyes**, **barbed devils**, **bearded devils**, **imps**, and two dozen **pit fiends**.

VI. Dis Pater's Palace

You stand before the tallest of the towers that seems to go forever. You can see a number of erinyes flying to the uppermost reaches of the structure.

See the following adventure for more information on the palace. ***This is the resting place of the cubic gate the party needs to return home.

The Adventures in Myrr will conclude with **A16 Dis Pater's Palace** on the following page.

A 16 DIS PATER'S PALACE

The Adventure

This adventure involves exploring the palace of Dis Pater in the Iron City. The party are trying to find the cubic gate owned by Dis Pater and make their way home to the World of Myrr. Any other spells or magic items that could be used to travel home to the Material Plane don't work in Hell.

Notes for the Game Master

This adventure is extremely challenging, even for PCs of the highest level. Dis Pater is an extremely intelligent and dangerous foe. If Maria Robbins has survived the previous adventures the Game Master can put her somewhere in the palace (see NPC section). She will be attempting to make a deal with Dis Pater and become his newest consort.

FINDING A WAY IN

You have arrived at Dis Pater's Palace and see two iron golems and a dozen hell hounds guarding the entrance. Smoke rises from large braziers flanking the doors.

The adventuring party can find a way in after doing some reconnaissance. There appear to be some loose window bars just underneath the main entrance. Looking inside, the party will see (and smell) piles of filth.

See the maps for Dis Pater's Palace starting on page 27.

For most of the Palace the ceilings are 100ft. tall and the passages are at least 5ft. wide. Torches and braziers light up the building and light isn't an issue.

a. Go Directly to Jail

As you enter the large chamber near the front entrance more disgusting smells bombard your party. You've arrived in a filthy jail filled with a strange cast of characters.

This is the main cell on the prison level. Rotting furniture and piles of filth are littered throughout this area. There are ten prisoners in here. They are all humans (**commoners**) who have been brought to Dis by the evil Alliance. None would sell their souls and were rejected as slaves. The devils are still attempting to break their will. These prisoners warn the party that there are monsters in the garbage. Six **shambling mounds** are lurking in the filth.

b. Hounds in the Hall

Moving towards you down the hallway are six menacing hounds of fire.

There are six **hell hounds** lurking here, guarding the prisoners. They will attack any intruders on sight, wanting to spill any blood they can. They are under the command of the barbed devils in area d.

c. Empty Prison

Opening the unlocked door, you find two strange monsters. They are each shaped like a cube and are transparent. Garbage seems to have been absorbed by their unusual bodies.

These monsters are **gelatinous cubes**. The devils keep them here to get rid of the filth (and prisoners) from time-to-time.

d. Prison Guards

As your party make their way through the lower level of the palace, you see eight devils standing guard with more hell hounds.

Eight **barbed devils** and four **hell hounds** are stationed here. The barbed devils are in charge of the hell hounds in area b as well. These devils have the keys to all the cells.

e. Prisoners

You come to another locked jail. Through the door you see a distinguished-looking man standing in the middle of a pentagram.

This man has just agreed to make a deal with Dis Pater. His name is Pol Rya and he is a noble from the city of Nox on the continent of Myrr. He is a **9th level warlock** (LE). Pol has been in the jail for months and has finally decided to pledge allegiance to Dis Pater. **Keys to the cells are with the guards.**

f. Prisoners

Looking through this locked door you see a handsome young man with long black hair standing in a pentagram.

This young man has only been here for a day but has now agreed to a deal. His name is Percy and he wants fame and fortune. He is a **9th level bard** (NE) and has agreed to do Dis Pater's bidding. The deal included the bard telling long-winded stories to his listeners. **Keys to the cells are with the guards.**

g. Filthy Jail

You arrive at an unlocked jail. The foulest smells imaginable emanate from this chamber.

Two **carrion crawlers** dig their way through this pile of garbage. Buried in the muck is a *sun sword* (longsword).

h. Skull Room

After you open the locked door, a horrible sight greets your eyes. The entire chamber is filled with skulls!

These are the skulls of prisoners who died in the jails. A PC who rolls a successful DC18 Intelligence (Investigation) check will discover a *helm of brilliance* is still on one of the skulls. Patches of **green slime** cover the ceiling and will drop down on anyone who enters.

i. Dis Pater's Devilish Dining Room

Loud voices draw you to this elegant dining room. A very attractive group of guests are dining here. At the head of the table is the one and only Queen Danara Bane. The gorgeous queen of Wylde is with eight other beautiful women. You see two white cats are prowling around as the animated discussion continues.

Queen Danara (see NPC section) is visiting with Dis Pater. The **vampire** queen has just left the arch duke in his suite at the very top of the palace (area z4). Danara is dining with eight beautiful human women (**commoners**). Dis Pater wants his current consort to choose another consort at the dinner party. The women are Katharine, Michelle, Christy, Cathy, Christine, Cindy, Jodi, and Lindsey. The vampire queen is getting very bored speaking to the young women and keeps getting Katharine, Christy, Cathy, and Christine mixed up. She is also upset because the imps who should be serving the guests are all in the palace kitchen fooling around. Nobody except Danara knows the two white cats are actually **wraiths** and they'll come to her defense. The barrels all contain the very delicious Damos Wine. This wine is a gift from the Damos vampires.



j. Palace Kitchen

Entering this kitchen, you see a bizarre scene. A dozen imps are flying around preparing a feast. There are large turkeys, piles of vegetables, and a mountain of desserts. Multi-coloured cakes of many shapes and sizes dazzle the eyes.

These twelve **imps** are palace slaves. They aren't loyal to anyone. This food looks and tastes delicious, but the effects are unusual. Anyone who eats it will fall asleep after an hour.

k. Storeroom

This space contains well-made wooden casks.

These barrels is full of Damos Wine. A **black pudding** is hanging on the ceiling upside down, ready to drop on someone.

l. Palace Library

This room is quite obviously the palace library. Many of the books have illustrations of humans on the covers. Several beautifully carved iron tables are arranged around the spacious room.

The books in the library tell stories about deals done with the devils in Dis. It seems most of the people are from the Material Plane, although not only the World of Myrr. A PC with a successful DC19 Intelligence (Investigation) check will discover two magical tomes, the *tome of clear thought* and the *tome of understanding*.

m. Entry Hall

After opening the main doors, you find a massive winged devil standing in an entry hall. "Pass!!!" he booms. A painting of beautiful humans can be seen on either side of the entry hall.

The devil will only allow entry to someone with a special pass. This **pit fiend** will call for the four erinyes and hell hounds watching through the painting if there is any trouble. A successful DC18 Wisdom (Perception) check will locate the eye holes in the painting on the left side of the hall.

n. Teleport Statue

To your right is a marble statue of a winged devil holding a staff.

Hiding around the corner are four **erinyes** and six **hell hounds** watching the entry hall. The 10ft. tall statue of Dis Pater is used to teleport into the palace tower. If someone touches the statue, they appear in area o.

o. Guard Post

You arrive in another chamber with a statue of the same devil you just touched.

This is the first level of the palace tower.

p. Bathing Area

Inside this chamber a young blonde-haired woman swims in a large stone pool. Her singing echoes around the chamber. "For your eyes only!" she sings loudly.

This is Queen Danara's servant, a **vampire spawn** named Veronica. She is relaxing but will quickly use her charms to seduce any party and then head to the dining room to alert the vampire queen.

q. Guest Bedchamber

As you enter through the doors you find a sumptuously furnished chamber. An elaborately carved stone bed sits surrounded by very detailed paintings of handsome warriors.

Hidden under each bed is a +2 *greatsword* and a suit of black +1 *plate armor*.

r. Sitting Room

You enter a small room with a bookshelf and two well-carved oak chairs. Two sleeping hell hounds lie on the floor.

Dis Pater lets his guests use this room for quiet contemplation. The two **hell hounds** will get to their feet quickly and attack.

s. Bedchamber

The doors open to reveal a beautiful bedroom. A mural depicting attractive men and women sits above a canopied bed. Lying on the bed is a winged devil. An incredible necklace of black pearls is around her neck.

This **erinyes** has been spending time with Dis Pater, unknown to the regular consorts. She will attack any intruders. The necklace is a gift from Dis Pater, worth *15000gp*.

t. Bedchamber

An exquisitely-carved wooden bed lies below a mural of the Iron City.

This room isn't being used right now. The rare wood from the bed could fetch 1000gp.

u. Office

Opening the door, you see small chamber with a reddish-brown desk. Pieces of parchment lying on the desk have the names 'Donald', 'Mitch', and 'Pol' underlined.

This is where Dis Pater organizes the deals he does with humans. The parchments here list deals done with people from worlds on the Material Plane. A nasty-looking quill can also be used as a *+3 dagger*. If a PC makes a successful DC20 Intelligence (Investigation) check they will find the names of all of the Damos and Von Bladen vampires and the locations of all of their resting places.

v. Infernal Deals Office

This room is crowded with imps either sitting at desks or flying around. They're all carrying quills and pieces of parchment.

The room is used by Dis Pater's staff to organize the deals made by mortals with the devils in Dis. The ten **imps** are recording the details. They will fight any intruders. If the PCs search the records, they will find 666 people on the continent of Myrr have deals with devils in Dis. The names of these people are recorded in large leather-bound books on the two bookshelves.

w. Bedchamber

This area contains two well-carved beds. A good-looking young halfling male is asleep in one of the beds. Every inch of the room is painted red.

This young halfling is Hannity Hilltopple, a former member of the notorious Wyld Gang. He sold his soul to Dis Pater years ago and traveled to Hell to seek vengeance to those who killed his family members in the city of Wyld. Hannity is a **15th level rogue** (LE, Arcane Trickster). The halfling wears a *ring of invisibility* and wields two *+3 shortswords* coated with wyvern poison. Hannity isn't really asleep! He will put on his ring and go for help.

x. Bedchambers

These rooms contain beautiful brass beds and paintings of winged female devils.

These rooms are being used by some of the dinner guests with Queen Danara in the dining room. Each chamber hides two pouches containing *300pp*.

y. Workshop

You open the door and find a small room with a table loaded with potions.

Every known potion is piled high on this large table. However, none of them are labeled.

z. Storeroom

Opening the door, you see four large crates and six wooden barrels.

The wooden barrels all contain Damos wine. The crates are loaded with ropes from the erinyes, jars of ink, quills, and a large amount of parchment.

z1. Hidden Vault

A blinding light hits your eyes, as they adjust you see this space is filled with a pile of treasure.

The secret door to the vault can be found with a DC20 Investigation (Investigation) check. Inside are *70000gp*, *35000pp*, and *an old masterpiece painting*

(2500gp), a necklace of pink pearls (2500gp), a jeweled anklet (2500gp), a jeweled gold crown (7500gp), a jade game board with solid gold playing pieces (7500gp), and a gold cup with emeralds (7500gp).

z2. Dis Pater's Private Dining Room

Every inch of this gorgeous dining room is gold. The walls are gold, the table is gold, the chairs, the floor, the bookshelves. Four of the most beautiful winged devils are dining on a multi-layered white cake.

Four **erinyes** are here enjoying a gift from Dis Pater. The bookcases are filled with every magical tome from the Material World. One of the fiends will attempt to escape and head to area z3. She will pretend the illusion is real and fly to Dis Pater's side.

z3. Dis Pater's Illusionary Suite

You enter into a marble floored suite. The most beautiful bed you've ever seen sits by the far wall. Standing in the middle of the chamber is a tall, handsome devil with four hell hounds. "Congratulations on getting this far..." it sneers.

This is an illusion of Dis Pater's Suite, which is one level above. It is Dis Pater's (see NPC section) final card to play if an enemy could ever make it this far. When he hears trouble below he'll wait for the attack against the illusion to end, then make his move.

z4. Dis Pater's Suite

You enter into a marble floored suite. The most beautiful bed you've ever seen sits by the far wall.

Dis Pater (see NPC section) is waiting here with four **hellhounds**. He is paranoid that someone will come to kill him (Note his passive perception of 30). Hidden in a compartment inside the bed is a *cubic gate*. The party can use this device to return home to the World of Myrr! Our heroes have struck a major blow to the Alliance by closing the Hell Gate!



NPC SECTION

LORD BALTHAZAR DAMOS

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 196 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). *It makes two attacks. Can only bite once.*

Unarmed Strike (Vampire form). *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).*

Bite (Bat or Vampire form only). *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target*

takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and then buried in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. *Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.*

Children of the Night 1/day. *Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.*

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. *Move up to its speed without provoking opportunity attacks.*

Unarmed Strike. *It makes one unarmed strike.*

Bite (Costs 2 Actions). *It makes one bite attack.*

NPC MONSTER BIO

Personality Vain and selfish

Appearance He appears to be more beast than nobleman. Black hair and red glowing eyes. 6' 5" 224 lbs.

Characteristics

Ideal. Intolerance.

Bond. He feels close to other creatures of the night.

Flaw. He is very quick to take offense.

Background

Balthazar is head of the Damos noble house of vampires. Many years ago his family were the servants of the Von Bladen royalty. The Narciso family turned the Damos family into vampires. Then the Damos family gave vampirism to the Von Bladens.

Equipment

7 days of rations, +3 longsword, bag of holding, 300pp, cloak.

DIS PATER

Arch Duke of Hell
Medium Fiend (Arch-devil), lawful evil

Armor Class 27
Hit Points 484 (42d8 + 200)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	26 (+8)	29 (+9)	29 (+9)	24 (+7)	29 (+9)

Saving Throws Int +22, Wis +20, Cha +22
Skills Arcana +22, Deception +22, Insight +20, Perception +20
Damage Resistances acid, cold, necrotic, bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 30
Languages All, telepathy 60 ft.
Challenge 24 (62,000 XP)

Devil's Sight. He can see normally in darkness.

Infernal Banishment. Dis Pater can banish any creature out of his palace once a day, sending them elsewhere in the Iron City.

Infernal Magic. All attacks are magical.

Innate Spellcasting. Dis Pater can cast the following spells innately (20th level spellcaster, DC22, +22 to hit with spell attacks):

At will: *alter self*, *arcane eye*, *bestow curse*, *blur*, *detect magic*, *heat metal*, *light*, *silent image*

Once a day: *charm person*, *confusion*, *compulsion*, *feeblemind*, *finger of death*, *forcecage*, *power word kill*, *wall of fire*

Limited Magic Immunity. Immune to all spells of 4th level or lower.

Magic Weapons. All attacks are magical.

Magic Resistance. Resistance to all magic.

Rust. Any non-magic metal Dispater touches, that isn't made in Hell, rusts and turns to dust.

Actions

Multiattack. Dis Pater makes three melee attacks.

Rod of Dis. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. Hit (5d8 + 11) bludgeoning damage plus 3d10 force damage. Can use a reaction to deflect any missile.

Claw. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. Hit (8d6 + 10) slashing damage and 2d10 necrotic damage.

Summon Devil (2/day). Can use an action to summon 1d4 erinyes.

Legendary Actions

Staff Attack. Can use action to attack with his staff.

Regenerate. Use action to regenerate 30 hit points.

Spellcasting. Use action to cast an innate spell.

NPC Bio

Personality Solemn and reclusive

Appearance An extremely tall black-winged devil with reddish skin. He holds an impressive rod. 7' 2" 289 lbs.

Actions

Ideal. Power.

Bond. Dis Pater serves an even more powerful devil.

Flaw. His ego.

Background

Dis Pater lives in his palace in the Iron City in the circle of Hell known as Dis. He rules Dis and has made a deal with the evil Alliance in the World of Myrr. His forces are commanded by many erinyes. Although he also has pit fiends, barbed devils, bearded devils, bone devils, and hell hounds at his disposal. Dis Pater's current consorts include Queen Danara Bane, the vampire queen who rules the city of Wyld. He also spends time with a few erinyes and is always interested in human females.

Equipment

the Rod of Dis



MARIA ROBBINS

20th level bard

Medium humanoid (human), neutral evil

Armor Class 18 (+2 studded leather armor)

Hit Points 151 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	16 (+3)	16 (+3)	15 (+2)	22 (+6)

Saving Throws Int +9, Wis +8

Skills Acrobatics +11, Perception +14, Performance +12, Persuasion +12

Senses passive Perception 24

Languages Common, Infernal, and Orc

Challenge 12 (8,400 XP)

Battle Magic. Maria can take a bonus action to make one weapon attack after casting a bard spell.

Bardic Inspiration. 6/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack rolls, damage roll, or save in the next 10 minutes.

Countercharm. Maria and any friendly creatures within 30ft. have advantage on saves vs charm and fear.

Spellcasting. Maria is a 20th level bard. Her spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She has the following bard spells:

Cantrips. (at will): light, prestidigitation, vicious mockery

1st level. (4 slots): charm person, illusory script, speak with animals, Tasha's hideous laughter

2nd level. (3 slots): detect thoughts, magic mouth, silence, suggestion

3rd level. (3 slots): clairvoyance, counterspell, dispel magic, hypnotic pattern, major image, scorching ray

4th level. (3 slots): charm person, compulsion, illusory script, speak with animals

5th level. (3 slots): detect thoughts, magic mouth, suggestion

6th level. (2 slots): mass suggestion, Otto's irresistible dance

7th level. (2 slots): project image, teleport

8th level. (1 slot): mind blank

9th level. (1 slot): true polymorph

Actions

Multiattack. Maria makes two melee attacks (plus a bonus action).

+3 Short Swords (x2). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit (1d6 + 8) piercing damage.

NPC Bio

Personality Sly and cunning

Appearance A badly scarred young man with short brown hair and a brown beard. 6' 210 lbs.

Actions

Ideal. Greed.

Bond. Maria wants to be famous, whatever it takes.

Flaw. She'll do anything for fame and fortune.

Background

Entertainer (singer). Maria is a famous singer from the western city of Wyld. She will do anything for fame and fortune and has joined the evil Alliance. Maria was saved by the heroes in adventure module A3/A4 from the evil necromancer Landis Kyzan. She is part of the College of Valor.

Equipment

backpack, 7 days of rations, 99pp, bedroll, cloak, lyre, a *ring of invisibility*, two *philters of love*, two *potions of supreme healing*, 3 vials of wyvern poison, tinderbox.

QUEEN DANARA BANE

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 189 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). *It makes two attacks. Can only bite once.*

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point

maximum to 0. If a humanoid is slain in this way and then buried in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. *Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.*

Children of the Night 1/day. *Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.*

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. *Move up to its speed without provoking opportunity attacks.*

Unarmed Strike. *It makes one unarmed strike.*

Bite (Costs 2 Actions). *It makes one bite attack.*

NPC MONSTER BIO

Personality Charming and seductive

Appearance A gorgeous young woman with black hair and dark blue eyes. 5' 7" 125 lbs.

Characteristics

Ideal. Power.

Bond. She wants to rule the Material Plane.

Flaw. An ego bigger than the Material Plane.

Background

Her speeches are known to enthrall listeners and her eyes seem to hypnotize people. The young queen is always accompanied by two white cats. Her two evil white cats are in fact **wraiths** in disguise.

Equipment

a sword of life stealing (longsword), 100pp, golden ring (5000gp), and a silver necklace (1000gp).

ENCOUNTERS

Encounter Table: Dis

D100 Encounter

01-02	Young Red Dragon
03-04	1d4 Erinyes
05-06	Rakshasa
07-08	1d12 Barbed Devils
09-10	1d8 Hell Hounds
11-12	Horned Devil
13-14	Adult Red Dragon
15-16	1d4 Erinyes
17-18	1d8 Steam Mephits
19-20	1d20 Zombies
21-22	1d20 Imps
23-24	1d12 Bearded Devils
25-26	1d8 Hell Hounds
27-28	1d20 Imps
29-30	1d8 Barbed Devils
31-32	1d8 Steam Mephits
33-34	1d4 Erinyes
35-36	1d10 Zombies
37-38	Horned Devil
39-40	1d8 Hell Hounds
41-42	1d8 Barbed Devils
43-44	1d4 Erinyes
45-46	1d20 Imps
47-48	1d10 Bearded Devils
49-50	1-10 Imps

D100 Encounter

51-52	1d10 Bearded Devils
53-54	1d20 Imps
55-56	1d8 Steam Mephits
57-58	1d10 Zombies
59-60	1d4 Erinyes
61-62	1d8 Hell Hounds
63-64	1d8 Barbed Devils
65-66	Adult Red Dragon
67-68	1d20 Imps
69-70	1d10 Zombies
71-72	1d4 Erinyes
73-74	Horned Devil
75-76	1d8 Steam Mephits
77-78	Rakshasa
79-80	1d8 Hell Hounds
81-82	1d20 Imps
83-84	1d4 Erinyes
85-86	1d12 Bearded Devils
87-88	1d12 Barbed Devils
89-90	Adult Red Dragon
91-92	1d8 Hell Hounds
93-94	1d12 Barbed Devils
95-96	Rakshasa
97-98	1d4 Erinyes
99-00	Young Red Dragon

Encounter Table: The Iron City

D100 Encounter

01-02	Pit Fiend
03-04	Rakshasa
05-06	1d4 Erinyes
07-08	Bone Devil
09-10	1d20 Zombies
11-12	Horned Devil
13-14	1d10 Barbed Devils
15-16	1d4 Erinyes
17-18	1d8 Hell Hounds
19-20	Rakshasa
21-22	Black Pudding
23-24	Horned Devil
25-26	1d20 Slaves (Commoners)
27-28	1d8 Hell Hounds
29-30	Black Pudding
31-32	1d4 Erinyes
33-34	1d8 Barbed Devils
35-36	1d20 Imps
37-38	1d20 Zombies
39-40	1d8 Barbed Devils
41-42	1d20 Slaves (Commoners)
43-44	Black Pudding
45-46	1d6 Hell Hounds
47-48	1d20 Zombies
49-50	1d20 Imps

D100 Encounter

51-52	1d20 Imps
53-54	1d20 Zombies
55-56	1d20 Slaves (Commoners)
57-58	1d8 Hell Hounds
59-60	Black Pudding
61-62	1d20 Slaves (Commoners)
63-64	1d20 Imps
65-66	1d8 Barbed Devils
67-68	1d20 Zombies
69-70	1d4 Erinyes
71-72	Black Pudding
73-74	1d20 Zombies
75-76	1d8 Hell Hounds
77-78	1d20 Slaves (Commoners)
79-80	Steam Mephit
81-82	Black Pudding
83-84	Horned Devil
85-86	Iron Golem
87-88	1d20 Imps
89-90	Black Pudding
91-92	Bone Devil
93-94	1d4 Erinyes
95-96	1d4 Horned Devils
97-98	Rakshasa
99-00	Pit Fiend

Monster List: Dis

Monsters	CR
Lemure	0
Steam Mephit	1/4
Imp	1
Bearded Devil, Hell Hound	3
Barbed Devil	5
Horned Devil	11
Erinyes	12
Rakshasa	13
Adult Red Dragon	17

Monster List: The Iron City

Monsters	CR
Commoner (Slave), Lemure	0
Zombie	1/4
Shadow	1/2
Imp	1
Bearded Devil, Hell Hound	3
Black Pudding	4
Barbed Devil	5
Bone Devil	9
Horned Devil	11
Erinyes	12
Rakshasa	13
Pit Fiend	20

RIVER STYX CHASE TABLE

After each turn roll a d20

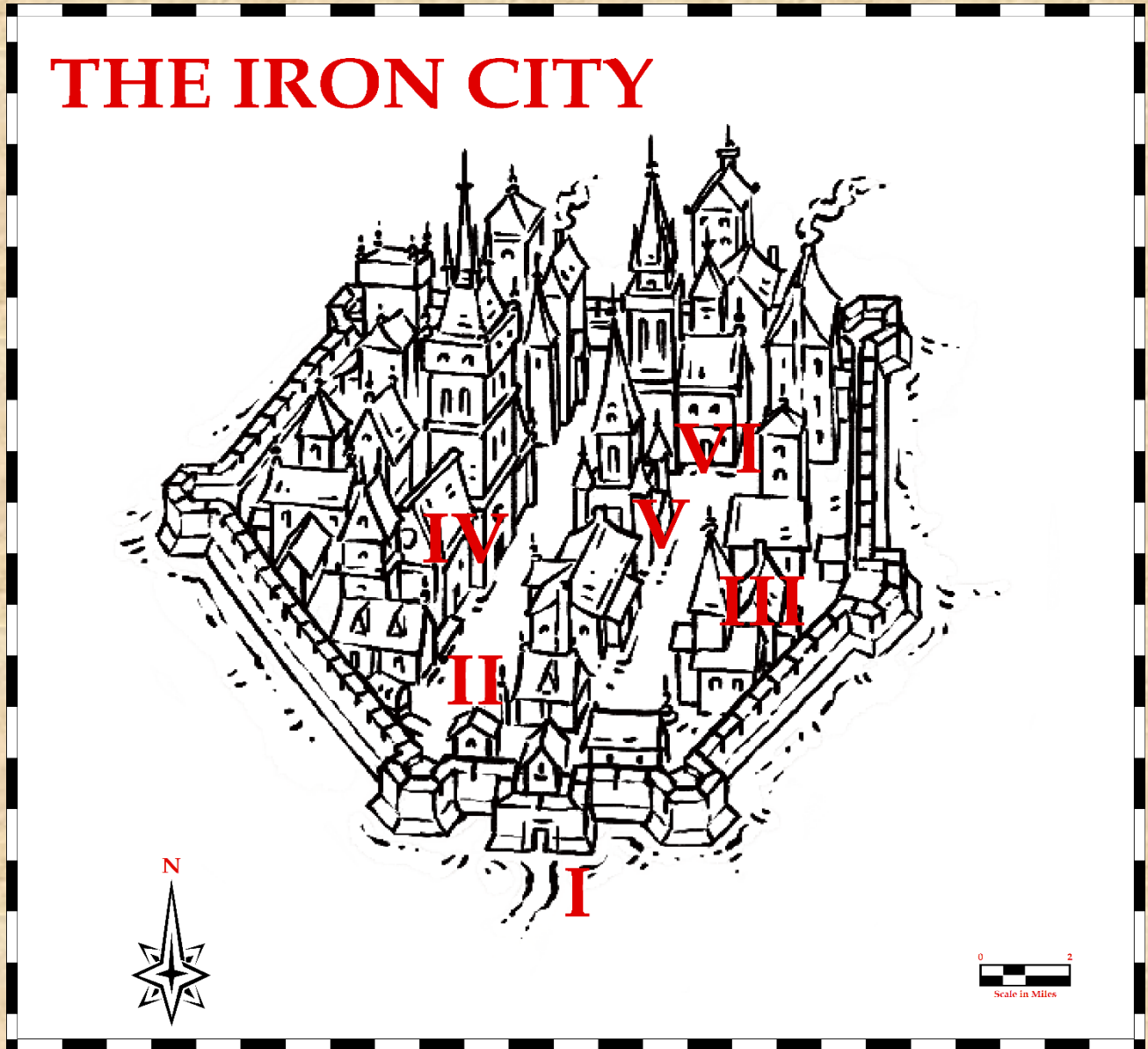
d20 Complication

- 1 The boat hits a large rock and capsizes.
- 2 The boat is knocked sideways, make a DC15 Dexterity save or you fall out.
- 3 Leak in the boat! Slow to half speed for a turn while it gets fixed.
- 4 An oar slips back in the boat and hits you in the head. 1d4 damage.
- 5 The boat is bumped and if you fail a DC14 Dexterity save you fall prone in the boat.
- 6 Water hits the bow of the boat and sprays you.
- 7 The boat starts to flip over and then rights itself.
- 8 You are knocked to the edge of the boat but manage to stay in.
- 9 A log floating in the river hits the boat and slows it to half speed.
- 10 A wave hits the boat and you get knocked into the river if you don't make a DC14 Dexterity save.
- 11 The boat is out of control. You lose your next turn.
- 12 A huge tree branch juts out across the river, make a DC15 Dexterity save or get knocked in.
- 13 Your boat is sucked into a whirlpool, lose a turn.
- 14-20 No complication

MAP OF DIS



MAP OF THE IRON CITY



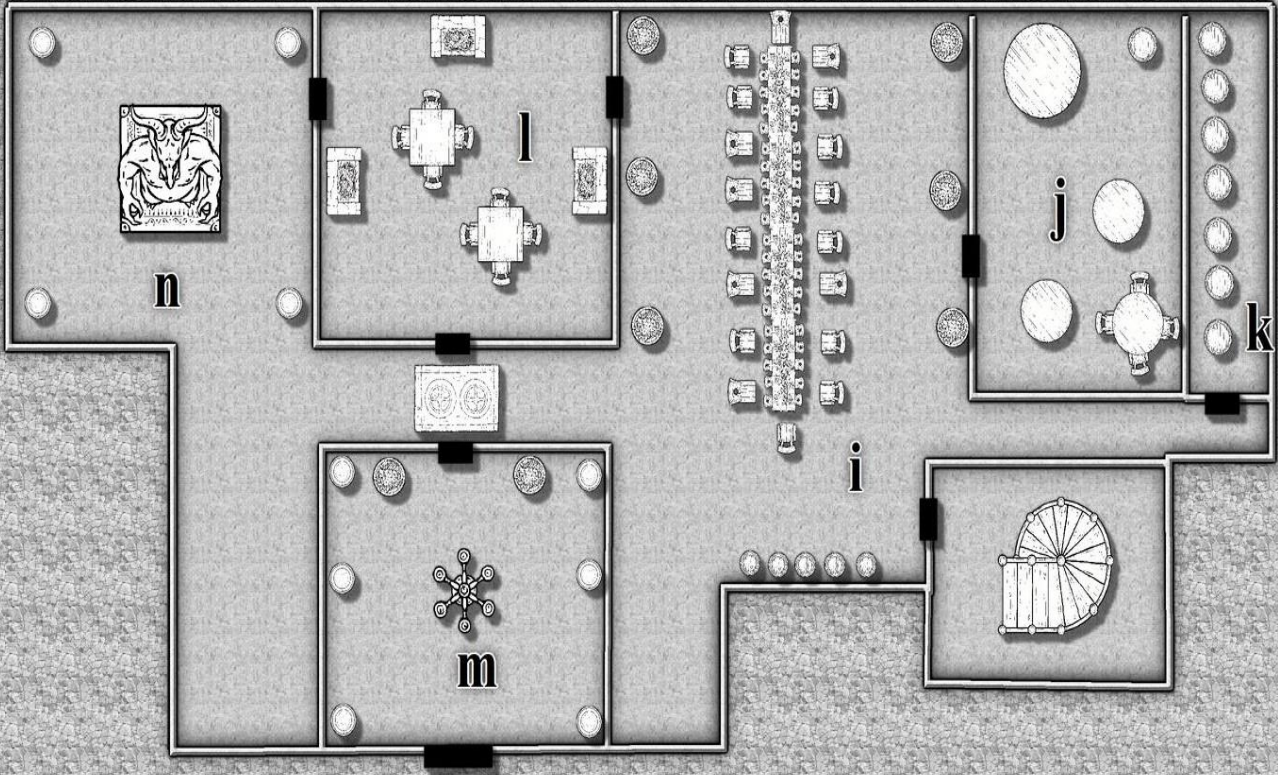
PALACE MAPS

Dis Pater's Palace Map 1



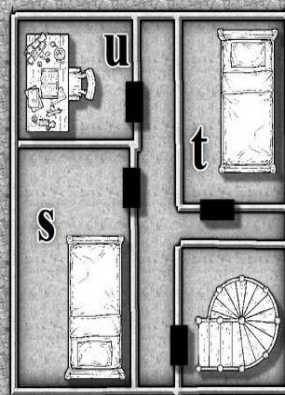
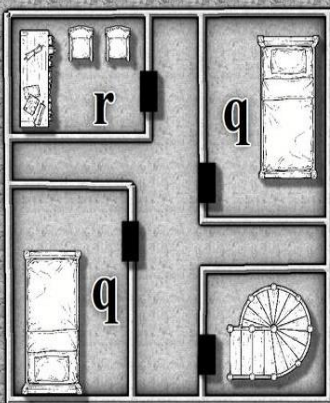
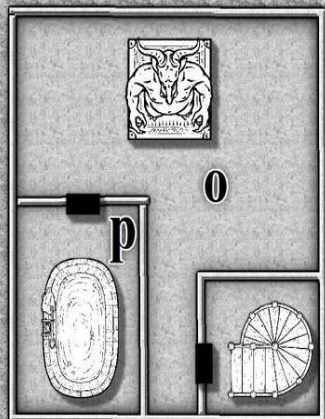
1 square = 5ft.

Dis Pater's Palace Map 2



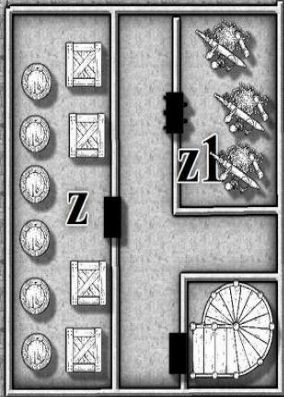
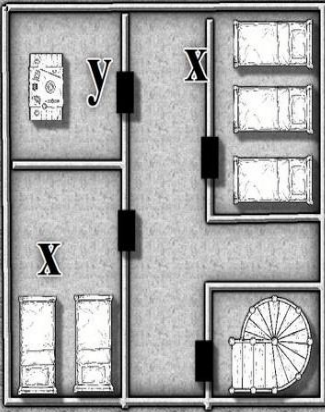
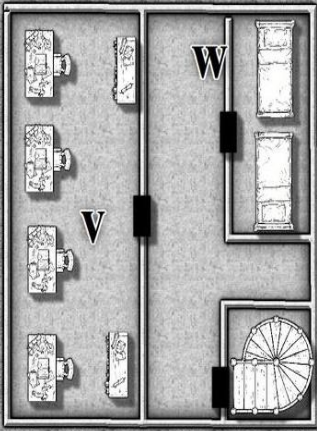
1 square = 5ft.

Dis Pater's Palace Map 3



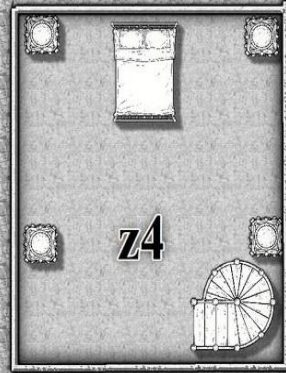
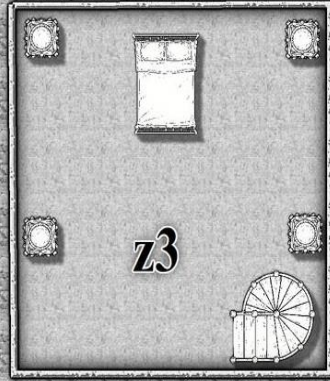
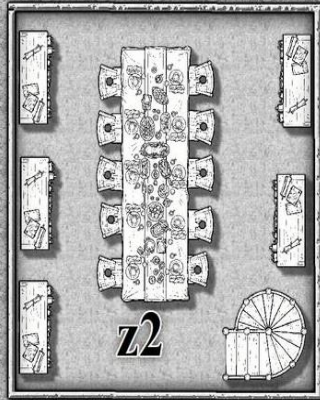
1 square = 5ft.

Dis Pater's Palace Map 4



1 square = 5ft.

Dis Pater's Palace Map 5



1 square = 5ft.

MAP OF THE CONTINENT OF MYRR



MAP BY PHILIP STEPHEN

THE MYRRIAN CALENDAR

The Days of the Week and the Sun Quarters

The Myrrian Week

A Myrrian week is seven days long.

Day	Purpose
Goofday	work
Riverday	work
Hillday	work
Woodsdays	work
Restday	rest
Fieldday	work
Skyday	worship



The Sun Quarters and Their Festivals

A Myrrian year is 364 days long.

Each sun quarter has twelve weeks and then a week-long festival.

Sun Quarter / Festival	Duration
Bloomtime (Spring)	84 days
Festival of Water	7 days
Suntime (Summer)	84 days
Festival of Fire	7 days
Moontime (Fall)	84 days
Festival of Earth	7 days
Dreamtime (Winter)	84 days
Festival of Wind	7 days

PRE-GENERATED CHARACTERS

The Legion of Myrr

The original characters from the Adventures in Myrr Campaign

Sorsha	High Elf	Fighter	CN	Str 17 Dex 19 Con 15 Int 14 Wis 8 Cha 10
Sorsha is an Eldritch Knight from the high elf lands, the Nerathian Kingdom, in eastern Myrr. She is rather haughty and impatient. At times she acts without thinking. Long black hair with scars on her face. Wears a blue cloak, +2 <i>chain mail</i> , and wields a +3 <i>golden longsword</i> .				
Varis	High Elf	Sorcerer	CN	Str 8 Dex 16 Con 12 Int 11 Wis 10 Cha 16
Varis is a wild magic sorcerer and completely unpredictable. He will simply toss a coin to make many of his decisions. This sorcerer is in fact, a pyromancer and completely obsessed with fire. Long golden hair and blue eyes. Wears purple and gold robes and wields a <i>staff of fire</i> .				
Snaps	Gnome	Paladin	LG	Str 18 Dex 10 Con 14 Int 11 Wis 12 Cha 16
Snaps is a devout follower of the deity Rogan. This big-hearted gnome is friendly, trustworthy, and noble. A small warrior in stature he makes up for with incredible bravery and skills. Fair-haired gnome with blue eyes. Wears golden plate mail and wields a golden +2 <i>longsword</i> .				
Thumps	Halfling	Bard	CG	Str 12 Dex 17 Con 9 Int 15 Wis 13 Cha 14
Thumps is a moody, brooding halfling. He lost the love of his life to an evil dragon and has dedicated his life to defeating evil. The bard was a popular drummer in a group of halflings before joining the adventuring party. It was his idea to name the group the Legion of Myrr. He imagines the party gathering a small army to fight evil across the continent of Myrr. Blonde hair and blue eyes. Wears a black hooded cloak and +1 <i>studded leather armor</i> . Thumps wields two +2 <i>shortswords</i> .				

Thanks to Sarah Bagshaw (Sorsha), Joshua Pardy (Varis), Jeff Porter (Snaps), and Pavel Margolin (Thumps) for letting me include their characters. They were the original World of Myrr players.

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