



Abyssal IncurSION

Baphomet and Yeenoghu bring the Blood War to the Nine Hells in this supplement for *Baldur's Gate: Descent into Avernus*.

Abyssal Incursion

An expansion for *Baldur's Gate: Descent into Avernus*

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Disclaimer: James Introcaso is not responsible for any sudden savagery, grossness, or hunger pangs for humanoid flesh that may occur while interacting with Baphomet and Yeenoghu.

Introduction

The River Styx is more than a magical, mind-wiping river. It is a path that connects the Lower Planes of the multiverse. Demons from the Abyss ride this river into Avernus, where they clash with devils in the never-ending, brutal conflict known as the Blood War.

Abyssal Incursion provides three new adventure locations you can add to Avernus, which is detailed in chapter 3 of *Baldur's Gate: Descent into Avernus*. These new locations hold challenges, rewards, and expand the story of the adventure. The characters can visit one or more of these locations as they explore Avernus and search for ways to free the city of Elturel from the Nine Hells. Each location can be anywhere you like on the River Styx.

Overview

This supplement has the following sections:

- **Chapter 1: Elemental Galleon.** An elemental galleon from the world of Eberron is stuck in the River Styx. If the characters can deal with the boat's yugoloth inhabitants and find a way to get the vessel moving, they can use the boat to traverse the river.
- **Chapter 2: Baphomet's Barge.** Baphomet has invaded the Nine Hells aboard his war barge. The characters might come here to cut a deal, free a prisoner, or battle Baphomet.
- **Chapter 3: Yeenoghu's Monster.** Yeenoghu's forces ride the River Styx in a massive beast called Crokek'toeck. The characters might enter the beast for any number of reasons, like to destroy the demon lord or to use Crokek'toeck's bile as a way to break the chains of Elturel.
- **Appendix A: Monster & NPC Statistics.** Statistics for creatures used in the locations not found in the *Monster Manual*.
- **Appendix B: Magic Items.** Descriptions for magic items found in the locations not found in the *Dungeon Master's Guide*.

Using the Locations

To use the locations in *Abyssal Incursion*, you need the D&D fifth edition core rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. You also need a copy of *Baldur's Gate: Descent into Avernus*, though with adjustment you could use these locations as part of another adventure. You may also want to add encounters from the DM's Guild Adepts product, *Encounters in Avernus*, which contains an entire chapter devoted to encounters on the River Styx.

The *Monster Manual* contains stat blocks for most of the creatures found in this product. All the necessary stat blocks are included there or in appendix A. When a creature's name appears in **bold** type, that's a visual cue for you to look up the creature's stat block in the *Monster Manual*, unless the text instead refers you to the monster appendix in this book.

Spells and equipment mentioned in the text are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*, unless the adventure's text directs you to an item's description in appendix B.

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

Descriptive Bullet Points

This product uses descriptive bullet points to help DMs parse information the first time the characters enter a new area.

- *Text that is in italics like this can be read aloud or paraphrased to the players.*
- (Text in parentheses like this contains information that is likely hidden from the characters when they first enter the area.)

Abbreviations

The following abbreviations appear in this book:

- AC = Armor Class
- DC = Difficulty Class
- XP = experience points
- pp = platinum piece(s)
- gp = gold piece(s)
- sp = silver piece(s)
- cp = copper piece(s)
- NPC = nonplayer character
- DM = Dungeon Master

Encounter Difficulty

Most of the encounter locations contain challenges appropriate for characters of levels 8 and 9. There are some encounters contained in chapters 2 and 3 that are far beyond the combat capabilities of characters of these levels, since characters may approach Baphomet or Yeenoghu during the end of their adventures in Avernus. You can add monsters and adjust hit points and other statistics as necessary to change the difficulty of these encounters as you see fit.

Chapter 1: Elemental Galleon

Faerûn is not the only world of the Material Plane. In the heroic fantasy world of Eberron ships powered by bound water elementals move through the seas at tremendous speeds. One of these elemental galleons, the *Mirror's Edge*, lies inactive in the River Styx, beached against a stone island. While the boat attracts some talk among the fiends of Avernus, the galleon's arrival coincided with that of Baphomet and Yeenoghu. The devils are too busy fighting off invaders to investigate the boat, but the Blood War has not deterred an arcanaloth from claiming the ship as his own.

Story Hooks

The characters might come to the elemental galleon for the following reasons:

- They hear about or see the galleon and wish to search for survivors, search for treasure, or claim the ship.
- They learn the ship is filled with mercenary yugoloths and wish to hire the fiends for help in Avernus.

Mark of Storm

Elemental galleons are powered by a water elemental bound in a ring that surrounds the ship. These galleons are owned and crewed by the half-elf merchant family known as House Lyrandar. Some members of House Lyrandar are blessed with magic sigils on their skin called dragonmarks. Among other uses, the magic of the Lyrandar dragonmark, the Mark of Storm, controls and guides the elementals bound to the galleons. Most galleons can only be piloted by a creature with the Mark of Storm, but the modifications made to the *Mirror's Edge* to allow it hold a Stygian water elemental also allow anyone to pilot the ship once a dragonmarked member of House Lyrandar binds the elemental.

The Failed Experiment

Barriel d'Lyrandar, a dragonmarked half-elf wizard and captain of the *Mirror's Edge*, believed she could create an even faster galleon if she bound an elemental formed of the wild waters of the River Styx to her vessel. Using her house's considerable resources, she transported the *Mirror's Edge* and its crew to Avernus. Barriel enacted a ritual that created a Stygian water elemental and bound it to the galleon.

The elemental made the vessel faster than anticipated, and the ship wound up beached on the rocks of an island in the river. The crash caused several sailors to be thrown over the deck into the water. Those who didn't fall into the river fell victim to its effects when the elemental came free and attacked, leaving the crew, including Barriel, under the effect of a *feblemind* spell. Barriel managed to lock the elemental in an *iron flask* before succumbing to the effects of the Stygian water.

The Arcanaloth

Vorcas, an arcanaloth in Avernus hoping to profit from the Blood War, got news of the ship and investigated the vehicle with a pack of mezzoloths. After killing the remaining crew and throwing the corpses overboard, Vorcas scours Barriel's mind. If the arcanaloth can find out how the ship works, he can use the powerful tool or sell it. His attempts to wrench answers out of Barriel yield little information.



Approaching the Ship

The *Mirror's Edge* sits in the middle of the River Styx, partially beached against a small rock island. When the characters see the galleon in the distance, read or paraphrase the following boxed text to set the scene:

A galleon with no sails and enormous wooden arches extending from its single mast and sides is beached against an island in the River Styx. The arches look as if they hold an invisible ring that encircles the vessel.

The side of the ship is painted with the faded image of a shield containing the swirling kraken tentacles framed by four lightning bolts above the word, "LYRANDAR." Below this sigil is the name "MIRROR'S EDGE" in flowing script.

A successful DC 13 group Dexterity (Stealth) check approaches the galleon without the mezzoloths in area G1 noticing. If the mezzoloths do notice the characters approaching, they prepare to attack but wait until the characters are onboard the ship. They do not want to draw any unnecessary attention to themselves and are willing to let the characters pass by the ship.

Ship Features

The galleon has the following features:

- The *Mirror's Edge* has the statistics of a galley (see "Owning a Ship" in chapter 5 of the *Dungeon Master's Guide*) except that its speed is 30 mph when powered by the Stygian water elemental and it only requires a crew of 5.
- The main deck of the galleon (area M1) is 10 feet above the water level of the River Styx.
- The areas below deck have 8-foot-high ceilings with 6-foot-high doorways connecting them.
- The walls and doors of the vessel are made of wood. Doors have AC 15, 18 hit points, and immunity to poison and psychic damage.
- The areas below deck are brightly lit by hanging lanterns with the *continual flame* spell cast on them.

Mezzoloth Loyalty

The mezzoloths working for Vorcas are paid 1,000 gp each for the excursion into Avernus. If the characters offer one of the mezzoloths a reward worth more than 1,000 gp, the fiend gladly works for the characters instead.



Ship Areas

The following encounter locations are keyed to the map of the *Mirror's Edge*.

M1. Main Deck

The main deck of the ship has the following features:

- *Two four-armed insectoid fiends carrying large tridents chatter to each other in a strange language.*
- *Loaded ballistae on swivels are on either side of the deck.*
- *The winds of Avernus howl over a wide cargo opening in the floor's center.*

Ballistae

For more information on the ballistae, see "Siege Equipment" in chapter 8 of the *Dungeon Master's Guide*.

Cargo Opening

The opening in the deck floor leads 8 feet down to area M6.

Mezzoloths

The two **mezzoloths** on deck are bored and speak in Abyssal, sharing stories of their battles fighting the Blood War to pass the time. They have orders from Vorcas to attack any intruders. If a fight breaks out, both mezzoloths in area M4 investigate. Each mezzoloth fights until reduced to 20 hit points then flees.

M2. Forecastle

The forecastle has the following features:

- *Dust covers a once-gleaming steel ram in the shape of a lightning bolt affixed to the front of the ship.*
- *Stairs lead down 10 feet to the main deck.*

M3. Sterncastle

The sterncastle has the following features:

- *Carved to look like a kraken spreading its tentacles out evenly around a circle, the ship's wheel stands atop the deck.*
- *Stairs lead down 10 feet to the main deck.*

Wheel

A *detect magic* spell reveals the wheel radiates an aura of abjuration magic. A successful DC 12 Wisdom (Perception) check notices a small symbol carved into a handle on the wheel. This symbol is the dragonmark of House Lyrandar, the Mark of Storm. A character that has seen Barriel d'Lyrandar in area M5 recognizes the mark as the same one on her arm.

When Barriel touches the wheel, the ship begins to hum with magic energy. If the Stygian water elemental contained in the *iron flask* in area M4 is on the deck of the ship while Barriel touches the wheel, the elemental is drawn into the ring around the ship. The power of the elemental being drawn into the ring causes the *Mirror's Edge* to shift, freeing it from the rock island. Barriel does not need to be alive when she touches the wheel to activate its magic.

This ship has been modified and can only contain an elemental formed of Stygian water. It cannot contain typical elementals, and anyone

can pilot the galleon once the Stygian elemental has been bound to the ship.

M4. Mates' Cabin

The *Mirror's Edge* had two mates who stayed in these quarters. It has the following features:

- *A pair of hammocks hold red-eyed insectoids who chatter quietly to each other.*
- *Beneath each hammock stands a small chest.*
- *Several romance and adventure novels are scattered on the floor.*
- *Pungent liquid tar fills a steel pail off to the corner.*

Chests

The chests hold clothes that belonged to the mates in the ship. A successful DC 15 Intelligence (Investigation) reveals a yellow diamond is sewn into the lining of a shirt (see "Treasure").

Mezzoloths

The two **mezzoloths** talk with each other in Infernal about the deal they have with Vorcas, making sure they are being paid equally then discussing how to get more money from the arcanaloth. They have orders to attack any intruders. If a fight breaks out, the two **mezzoloths** in area M1 investigate. Each mezzoloth fights until reduced to 20 hit points then flees.

Novels

The novels have names like *Ardor in Acheron*, *Held by a Beholder*, *Love in the Last War*, *My Flayer*, *Tentacle Flumph*, and *Vorpal Justice*.

Tar Pail

A successful DC 15 Intelligence (Investigation) check notices that small specks of tar splattered on the ground and walls all around the bucket, as if someone dropped something heavy inside of it, sending droplets everywhere. The tar is cool enough to touch but it has not yet hardened thanks to the constant heat of Avernus. A character that dumps out or reaches inside the tar finds an *iron flask*.

Treasure

The yellow diamond sewn into the shirt is an *elemental gem*.

The *iron flask* in the tar pail contains the Stygian water elemental Barrirel used to power the *Mirror's Edge*. This creature has the statistics of a **water elemental** with the following changes:

- The elemental has 168 hit points.
- When a creature that is not a fiend takes damage from the elemental's slam or whelm attack, it must succeed on a DC 20 Intelligence saving throw or suffer effects as if it had failed a saving throw against a *feblemind* spell. If a creature fails its saving throw and remains under the spell's effect for 30 consecutive days, the effect becomes permanent (no save) and the creature loses all its memories, becoming a near mindless shell of its former self. At that point, nothing short of a *wish* spell or divine intervention can undo the effect.

M5. Captain's Cabin

This captain's cabin belonged to Barrirel. It contains the following features:

- *At a circular table, a jackal-headed fiend clad in purple robes stares intensely at a bruised half-elf with a strange birthmark on her right forearm.*
- *Standing at the door, an insectoid fiend with a long trident glares at the elf with hateful orange eyes.*
- *An open footlocker sits near a bed in the corner of the room.*

Vorcas, an **arcaneloth**, is using the *detect thoughts* spell to search the mind of **Barrirel d'Lyrandar** (see appendix A).

Mezzoloth

The **mezzoloth** follows Vorcas' lead. When the arcaneloth attacks or flees, so does the mezzoloth.



Roleplaying Barriel

Barriel is under the effect of the *feblemind* spell (thanks to getting attacked by the Stygian water elemental in area M4) and cannot communicate with the characters. If they save her from Vorcas, she follows them. The half-elf was put under the *feblemind* effect 2d10 days ago.

If the characters free Barriel from the *feblemind* effect, Vorcas' mind returns. She knows where to find the *iron flask* (see area M4) and how to can get the *Mirror's Edge* functioning again (see "Wheel" in area M3). As thanks for saving her, Barriel lets the characters use the *Mirror's Edge* as long as they need it (which also allows her to continue her experiment). Once the characters are done with the ship, Barriel pilots the vessel out of Avernus and tries to find a route back to the Material Plane.

Barriel is eccentric. She is inquisitive to the point of rude and fascinated by all things magic.

Roleplaying Vorcas

If the characters battled the mezzoloths in areas M1 or M4, Vorcas is aware the characters are on the *Mirror's Edge*. He prepares for the character's arrival by readying an action to cast the *finger of death* spell targeting Barriel should the characters attack. Vorcas tells the characters he is prepared to kill Barriel if they attack when they enter the room. He's not bluffing. If the characters attack, Vorcas fights until reduced to 40 hit points then flees.

If the characters negotiate with Vorcas, the arcanaloth proposes an agreement. If the characters help Vorcas get the ship in working condition, the arcanaloth drops them off anywhere they'd like in Avernus before piloting the vessel back to his home plane of Gehenna. If the characters agree, Vorcas shares everything he knows about the *Mirror's Edge* (see "Vorcas' Notes").

Vorcas stays true to his word, unless the characters openly carry a powerful artifact like the *Hand of Vecna*, the *Shield of Gargauth* (see appendix C of *Baldur's Gate: Descent into Avernus*), or the *Sword of Zariel* (see appendix C of *Baldur's Gate: Descent into Avernus*). If this is the case, Vorcas betrays the characters once the

Mirror's Edge is operational, aiming to steal the artifact.

Vorcas is more dangerous than he seems. The arcanaloth is erudite and calm, even when angry or making threats. He does not hesitate to betray any creature if it saves his life or gains him wealth. After days of probing Barriel's mind and searching the ship, he's ready to kill her and start experimenting to get the *Mirror's Edge* out of Avernus.

Vorcas's Notes

Vorcas pieced together the following information about the *Mirror's Edge* and wrote it down on the parchment on the table in Primordial:

- The *Mirror's Edge* is powered by a special kind of water elemental formed from the waters of the River Styx.
- The strange mark on Barriel's forearm is tied to the wheel of the ship. When Barriel touches the ship's wheel, it can bind the elemental to the *Mirror's Edge*.
- Binding the elemental to the ship should unbeach the *Mirror's Edge* from the rocks.
- The Stygian water elemental is trapped in a magic item somewhere on the ship, but after scouring the areas below deck Vorcas has not found it.

Treasure

In addition to Barriel, Vorcas, and the mezzoloth's equipment, the open footlocker holds Barriel's spare robes and her spellbook, which contains all of the spells she has prepared plus *conjure elemental*, *conjure minor elemental*, *feather fall*, *gaseous form*, *gust of wind*, *ice storm*, *lightning bolt*, and *thunderwave*.

M6. Cargo Hold

Crates of food and barrels of water meant for the crew of the *Mirror's Edge* were kept in this area. The yugoloths smashed the containers while searching for the Stygian water elemental, spilling the ruined contents over the floor. This area is covered in difficult terrain.

Siege Ammunition

There are 2d10 intact ballista arrows among the detritus.

M7. Crew Quarters

The crew of the *Mirror's Edge* had private quarters that have been ransacked and destroyed by yugoloths hunting for the Stygian water elemental. Smashed chests and torn apart furniture cover the floor. This area is covered in difficult terrain.



MARK OF STORM



Chapter 2: Baphomet's Barge

Baphomet's war barge travels down the River Styx, releasing hordes of demons into Avernus to slaughter Zariel's armies. Whenever the mood strikes him, Baphomet wades into the fray himself, slaughtering all those who refuse to bow before him. The Horned King has a score to settle.

Story Hooks

The characters could arrive at Baphomet's barge for one of the following reasons:

- The characters come to the barge to steal *Heartcleaver* (see appendix B), Baphomet's glaive, because it can be used to break the infernal chains that bind Elturel like the *Sword of Zariel* (see chapter 5 of *Baldur's Gate: Descent into Avernus*).
- The characters want to kill or ally with Baphomet (see chapter 5 of *Baldur's Gate: Descent into Avernus*).
- Before the characters traveled to Avernus they learned from Sylvira Savikas (see chapter 1 of *Baldur's Gate: Descent into Avernus*) that Valla Maltar, a human demonologist from Candlekeep, traveled to the Nine Hells and was captured by Baphomet. Sylvira asks the characters to save her friend.
- The characters agreed to free Alamazeezub (see area 08) as part of a deal made with another devil.
- The characters encounter the barge by chance as they travel the River Styx.

Baphomet

Baphomet is the minotaur demon lord of the hunt and savagery. His bloodlust is insatiable. The Prince of Beasts delights in the carnage of the Blood War, but this excursion into the Nine Hells means more than usual for Baphomet.

The last time the Horned King invaded Zariel's realm, he fought the duchess one-on-one. Though neither killed the other, Zariel did remove one of Baphomet's six horns. The obvious injury turned the Prince of Beasts into the laughing stock of the Abyss. He returned to

Avernus with more than a desire to hunt. Baphomet wants to conquer the realm and destroy Zariel.

Roleplaying Baphomet

Baphomet is in Avernus to slaughter his enemies. His primal bloodlust and need for vengeance are unstoppable. Unless the characters find a way to gain the upper hand, the Horned King attacks them on sight. Baphomet takes savage joy in murder. He fights to the death, but does not pursue the characters if they flee (unless they steal *Heartcleaver* from the demon lord). When Baphomet is incensed, the demon lord casts aside his glaive, *Heartcleaver* (see appendix B), and attacks with his horns and bite to prove his superiority.

Baphomet does not use the abyssal maze (area 05) to call forth demons to attack the characters until all monsters other than himself on deck are dead. He saves his armies for Zariel's forces.

If the characters suffer defeat at the hands of Baphomet, he takes them prisoner. He puts any magic items they have into the dead purple worm in area 09 then throws the characters into the abyssal maze (area 05) to entertain the demons within.



Approaching the Barge

Baphomet's barge travels on the River Styx, prowling for devils. When Vazlagrub, Baphomet's goristro bodyguard and lookout, spies prey, the barge unleashes a horde of demons. When the characters see the barge in the distance, read or paraphrase the following boxed text to set the scene:

The faint chattering of wicked beasts grows louder as an enormous iron boat approaches on the River Styx. Thick spikes on the vessel's hull impale flayed devil corpses. Two enormous paddle wheels on the port and starboard sides of the barge keep it moving in the water.

Stone grinds on stone as a tiered and tapered column of discs in the center of the ship's deck rotates. Each disc spins in a direction opposite to the ones above and below it.

Demons and minotaurs walk the deck, decorated with hoops of bone through their noses. Towering above them bellowing orders is a great black-furred minotaur with five horns sprouting from his savage head.

Approaching the barge without being seen is no easy task. Characters who approach via the River Styx must have the pilot of their boat succeed on a DC 17 Dexterity check with water vehicles to approach the barge without being noticed. Characters who approach via the air must succeed on a DC 17 group Dexterity (Stealth) check to approach the barge without being noticed. Characters who fail or do not make these checks are noticed by Vazlagrub when they get within 600 feet of the barge.

If the characters are noticed, Baphomet's forces take a round to raise the alarm throughout the ship. Then the demons attack with the cannons (see "Barge Features").

Barge Features

The barge has the following features:

- The barge has 800 hit points, AC 19, a damage threshold of 25, and immunity to poison and psychic damage.

- The deck of the ship is 20 feet above the water level of the River Styx.
- The areas below deck have 30-foot-high ceilings with 25-foot-high doorways connecting them.
- The spiked hull of the ship can be climbed without an ability check.
- If the barge rams a creature or another vessel, the target takes 16 (3d10) piercing damage.
- The foredeck, port deck, starboard deck, and stern deck each have a loaded cannon (see "Siege Equipment" in chapter 8 of the *Dungeon Master's Guide*) shaped like a screaming minotaur with ten cannon balls and a 500-pound barrel of smokepowder set next to it.
- If a smokepowder barrel takes 5 or more fire damage, the barrel explodes in a 20-foot-radius sphere. Creatures in the sphere must make a DC 15 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, and half as much damage on a successful one.
- The walls and doors of the vessel are made of iron. Doors have AC 19, 36 hit points, and immunity to poison and psychic damage.
- The areas below deck are brightly lit by hanging lanterns with the *continual flame* spell cast on them.

Barge Areas

The following encounter locations are keyed to map of Baphomet's barge.

01. Foredeck

Vazlagrub, Baphomet's **goristro** bodyguard, stands at the front of the ship watching the river, shore, and skies for any potential prey. When she spots any creatures that are not other demons, she yells back to Baphomet who gives the order to attack. If a fight breaks out, the creatures in areas 02, 03, and 04 investigate.

02. Port Deck

Three horned **vrocks** lounge about the deck, waiting for an opportunity to join the Blood War battle. In the meantime they try to avoid being given orders. If a fight breaks out, the creatures in areas 01, 03, and 04 investigate.

03. Starboard Deck

A fur-covered **glabrezu** barks at a crew of three **minotaurs** that operate the cannons. When enemies are spotted approaching the ship, they take up position at a cannon. If a fight breaks out, the creatures in areas O1, O2, and O4 investigate.

04. Stern Deck

Baphomet (see appendix A) barks orders in Abyssal every demon on deck can hear and acts as described in "Roleplaying Baphomet." If a fight breaks out, the creatures in areas O1, O2, and O3 investigate.

If Baphomet dies, the abyssal maze stops functioning (see area O5) and the barge stops moving (see area O6).

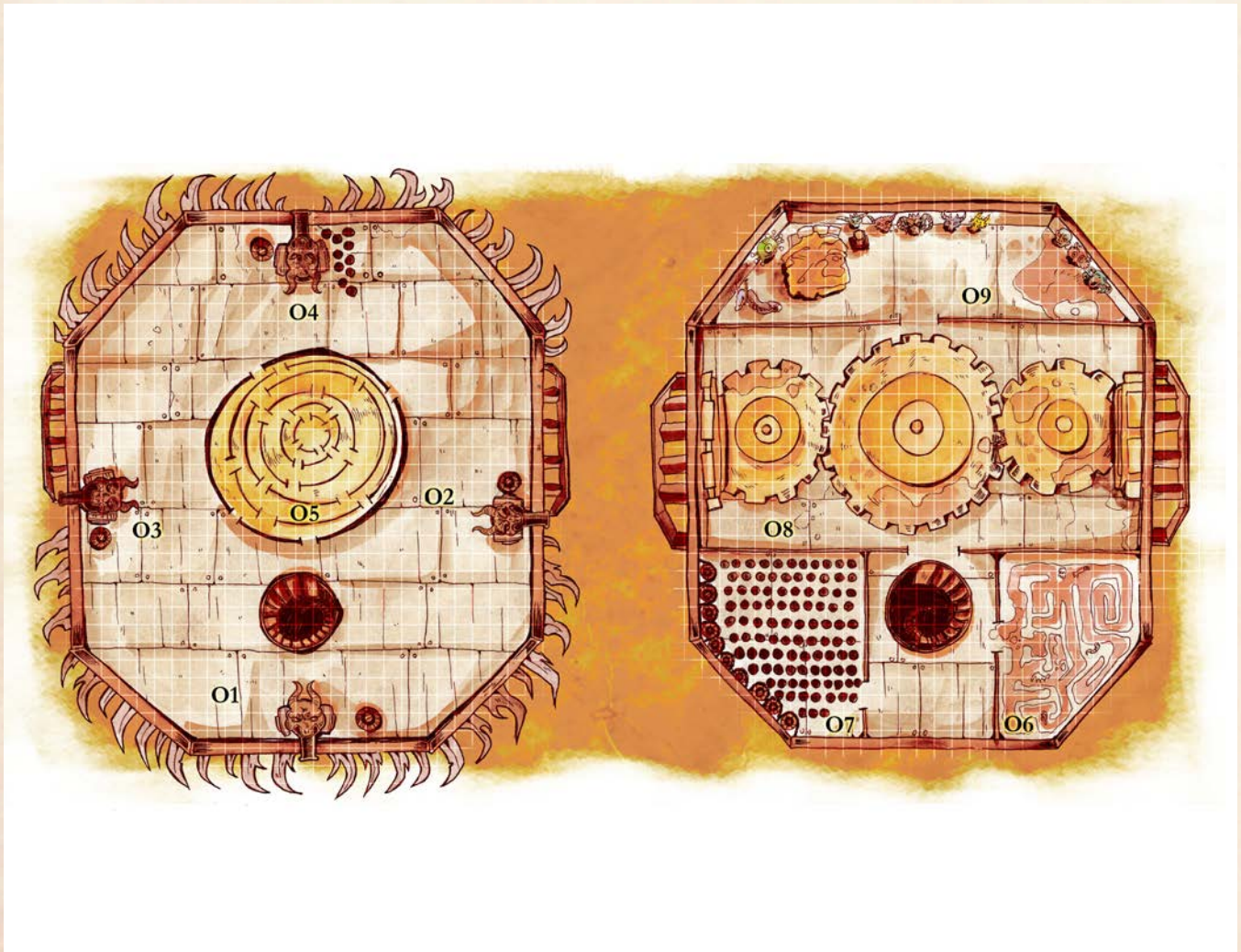
Treasure

Baphomet wields *Heartcleaver* (see appendix A).

05. Abyssal Maze

The abyssal maze is part building, part portal to the Abyss with the following features:

- The maze is a six-story tapered column. Its first level has a 30-foot-radius bottom and its sixth level has a 15-foot-radius top. Each level is 15 feet high.
- The first, third, and fifth levels of the structure rotate clockwise. The second, fourth, and six levels rotate counter-clockwise. A successful DC 17 Strength (Athletics) check climbs the outside walls of the maze.
- Each level has four 10-foot-high closed doors, spaced evenly around the level.
- The interior of the maze is an ever-shifting series of rooms and corridors controlled by Baphomet.



Linked to Baphomet

Baphomet's abyssal maze is linked to his Endless Maze layer of the Abyss. Every day the barge calls forth more demons from the Horned King's layer and holds them in the shifting abyssal maze. Baphomet controls the structure with his thoughts and creatures inside the maze cannot find their way out upon entering it.

Three times per day as an action, Baphomet can make all the corridors of the maze align toward exits. When this happens, the levels of the maze stop spinning and demons pour out of its doors until the start of Baphomet's next turn. Roll on the Abyssal Maze table to determine which demons come forth.

If Baphomet dies, the maze's corridors align and it stops spinning. All of the demons inside of it come pouring out (roll three times on the Abyssal Maze table to determine which demons are left inside the maze when Baphomet dies).

Abyssal Maze

d12	Demons
1	10d10 manes
2	6d10 dretches
3	2d8 barluras
4	2d6 chasmes
5	2d6 vrocks
6	2d4 hezrous
7	1d6 glabrezus
8	1d4 nalfeshnees
9	1 marilith
10	1 goristro
11	1 balor
12	Roll twice on this table and use both results

Trapped in the Maze

Creatures that enter the maze become trapped inside of it and cannot escape until Baphomet uses his action to make the corridors of the place align with the exits. Creatures that enter the maze together are able to stay together inside of it.

At the start of every hour one or more characters are inside the maze, roll a d20. On a result of 6 or more, the characters encounter one or more demons in the maze. Roll on the Abyssal Maze table to determine the demons they encounter. On a roll of 5 or less, Baphomet uses his action to open the maze, which allows the

character a chance to escape on their next turn by using 20 feet of movement to get to the nearest maze exit (chosen by the DM).

Secret Exit. A character inside the maze can make a DC 25 or Intelligence check with cartographer's or navigator's tools or Wisdom (Survival) check to find a secret tunnel that leads to one of the doors on the first level of the tower. On a success, the character finds the tunnel and is able to get out of the maze after moving 60 feet.

Valla Maltar. Valla Maltar (chaotic good female Rashemi human **mage**), a demonologist from Candlekeep, appealed to Baphomet for help to try to stop Zariel's plan with Elturel. The Horned King laughed at this appeal and put Valla in the abyssal maze.

The shifting landscape of the abyssal maze makes it difficult to find Valla within. A character in the maze can make a DC 20 Wisdom (Survival) check at the start of each hour they spend in the maze to track Valla. On a success, the character finds her.

When found, Valla has no spell slots remaining and three levels of exhaustion. Her knowledge of demons kept her alive. If the characters rescue Valla, she stays with them until Elturel is saved. Her knowledge of demons is second-to-none, and she is brave to the point of foolishness.

If the characters save Valla, she tells them there might be a way to trick Yeenoghu into breaking the infernal chains that bind Elturel. Yeenoghu's pet, Crokek'toeck, produces a bile in its liver the demon lord finds irresistible and delicious. Pouring this bile onto Elturel's chains attracts the Beast of Butchery and makes him devour the chains. The bile is found inside area Y4 of Crokek'toeck (see in "Yeenoghu's Monster").

06. Crew Quarters

The maze that is the crew quarters contains the following features:

- *The smell of iron and death permeates this chamber.*
- *Blood and sundered devil bodies cover the floor.*
- *Four snarling, gore-covered minotaurs devour the corpses.*

Minotaurs

Four **minotaurs** are enjoying a feast after a long day of slaughter. They attack the characters on sight and fight to the death.

07. Ammunition Hold

The cargo hold has the following features:

- Ten enormous barrels of smokepowder are chained to the wall.
- One hundred cannon balls sit in divots in the floor.

Smokepowder

The barrels of smokepowder weigh 500 pounds each and are flammable (see “Barge Features”). If all ten of the barrels explode at once in this room, it causes enough damage to create a hole large enough to sink the barge.

08. Pain Wheel

This room contains the following features:

- On the floor in the center of the room an enormous gear turns clockwise as a bleeding pit fiend wearing gold shackles on his wrists marches on top of the machinery to keep it moving.
- A balor roars with gleeful laughter as it flies behind the pit fiend, whipping the devil to keep him moving.
- Two giant gears against the wall interlock with the larger gear at the center of the room. The side gears turn the barge’s outside paddle wheels to keep the vessel moving.



Gears

The gear at the center of the room has a 30-foot radius and a 5-foot height. The side gears are each 25 feet high and 35 feet wide.

The whole gear system turns the paddle wheels on the outside of the barge. Baphomet bellows commands above deck when he wants the barge to move forward, stop, or back up. If the gear stops turning, the barge stops moving.

Roleplaying Alamazeezub

Alamazeezub, a **pit fiend** with 100 hit points remaining and wearing *dimensional shackles*, is one of Zariel's generals who was captured and enslaved by Baphomet. The pit fiend hates Nurgol, his balor jailor. If Alamazeezub notices characters, he tries to make a deal with them for his freedom using telepathy (see appendix A of *Baldur's Gate: Descent into Avernus*).

Alamazeezub desires freedom and vengeance against Nurgol and Baphomet above all.

If freed, Alamazeezub asks the characters to escort her back to Zariel's flying fortress (see chapter 3 of *Baldur's Gate: Descent into Avernus*). The pit fiend can help the characters bypass encounters with devils peacefully while she is with them.

Roleplaying Nurgol

Nurgol, a **balor** with six horns, is as savage and violent a demon as exists. The balor takes such pleasure in torturing Alamazeezub, she must control herself so she doesn't kill the devil. If the demon notices the characters, she attacks and fights until reduced to 60 hit points then flees.

Treasure

Alamazeezub wears *dimensional shackles*.

09. Baphomet's Quarters

A *detect magic* spell reveals that the door to this chamber radiates an aura of transmutation magic. When a creature that is not Baphomet touches or attacks the door, that creature must succeed on a DC 17 Wisdom saving throw or be turned into a **goat** as if affected by the *polymorph* spell. A *dispel magic* spell cast on the door renders the door's magic inert for 1 hour. A

character who understands the nature of the door can make a DC 15 Intelligence (Arcana) check. On a success, the character knows a creature that smears Baphomet's blood on itself before opening the door is immune to the *polymorph* effect.

Baphomet prefers to stay above deck while in Avernus and uses his private quarters to rest when injured. This room has the following features:

- *Pungent odors come from a giant bed made of bones and covered in the flayed skins of various creatures.*
- *A large gong and a mallet stand on a 5-foot-high table next to the bed.*
- *The walls are covered floor-to-ceiling in the mounted heads of devils, celestials, giants, dragons, monstrosities, and other large creatures Baphomet killed.*
- *The largest of the trophies is the stuffed corpse of a purple worm with an open mouth is mounted on the ceiling.*

Gong

The gong has a 5-foot diameter. A *detect magic* spell reveals that it radiates an aura of conjuration magic. When the gong is struck, Vazlagrub, Baphomet's **goristro** bodyguard, is immediately summoned into the room to an unoccupied space closest to the gong.

Mounted Heads

A *detect magic* spell reveals that five of the mounted dragon heads, one black, one blue, one green, one red, and one white, radiate auras of evocation magic. When a creature that is not a demon touches any of the mounted heads or Baphomet's bed, one or two of the dragon heads randomly activate and breathe a burst of energy at the creature as rolled on the Mounted Dragon Heads table. The creature must make a saving throw using the DC and ability listed on the table, taking all the damage noted on a failed save or half as much on a success. A *dispel magic* spell cast on one of the heads makes that head unable to produce energy for 1 hour.

Mounted Dragon Heads

d6	Dragon	Save	Damage
1	Black	DC 18 Dexterity	54 (12d8) acid
2	Blue	DC 19 Dexterity	66 (12d10) lightning
3	Green	DC 18 Constitution	56 (16d6) poison
4	Red	DC 21 Dexterity	63 (18d6) fire
5	White	DC 19 Constitution	54 (12d8) cold
6	Roll twice and use both results, ignoring this result on subsequent rolls.		

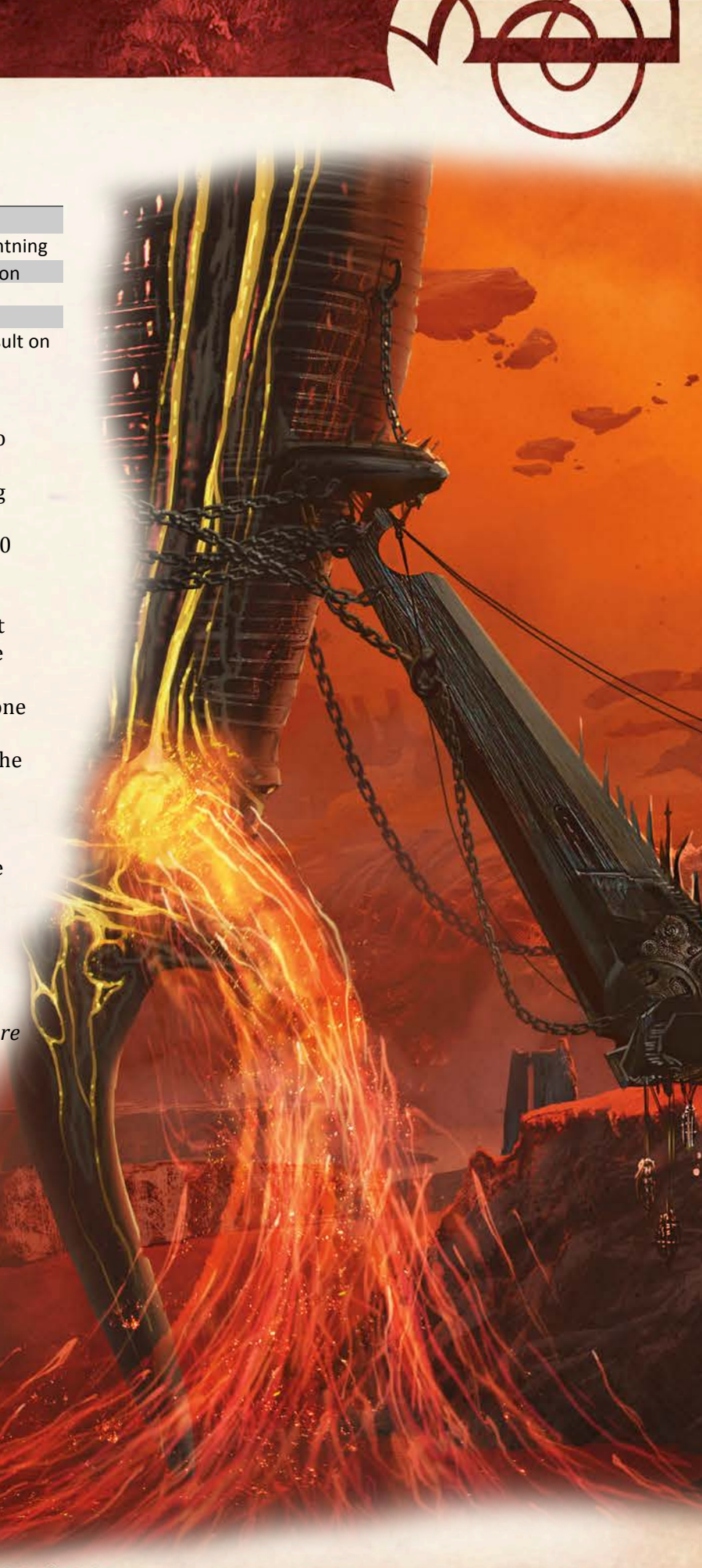
Mounted Worm

A character can climb the mounted heads up to the opening of the worm's mouth without needing to make an ability check, though doing so sets off a trap (see "Mounted Heads"). The stretched corpse of the worm is 10 feet high, 50 feet long, and 20 feet wide.

A 3-foot-high, 10-foot-long, 3-foot-wide iron chest sits at the tail end of the worm. The chest has a *glyph of warding* spell cast on the outside of its lid. A successful DC 17 Intelligence (Investigation) check notices the glyph. If anyone other than Baphomet touches the chest, the glyph triggers a *resurrection* spell that brings the **purple worm** back to life (with the normal penalties of the spell). Any creature inside the worm when it is brought back to life counts as swallowed. Once alive, the worm is able to free itself from the hooks mounting it to the ceiling on its turn as part of its movement.

Treasure

The chest inside the purple worm holds four diamonds (worth 500 gp each), *gauntlets of ogre power*, and 10,000 gp.



Chapter 3: Yeenoghu's Monster

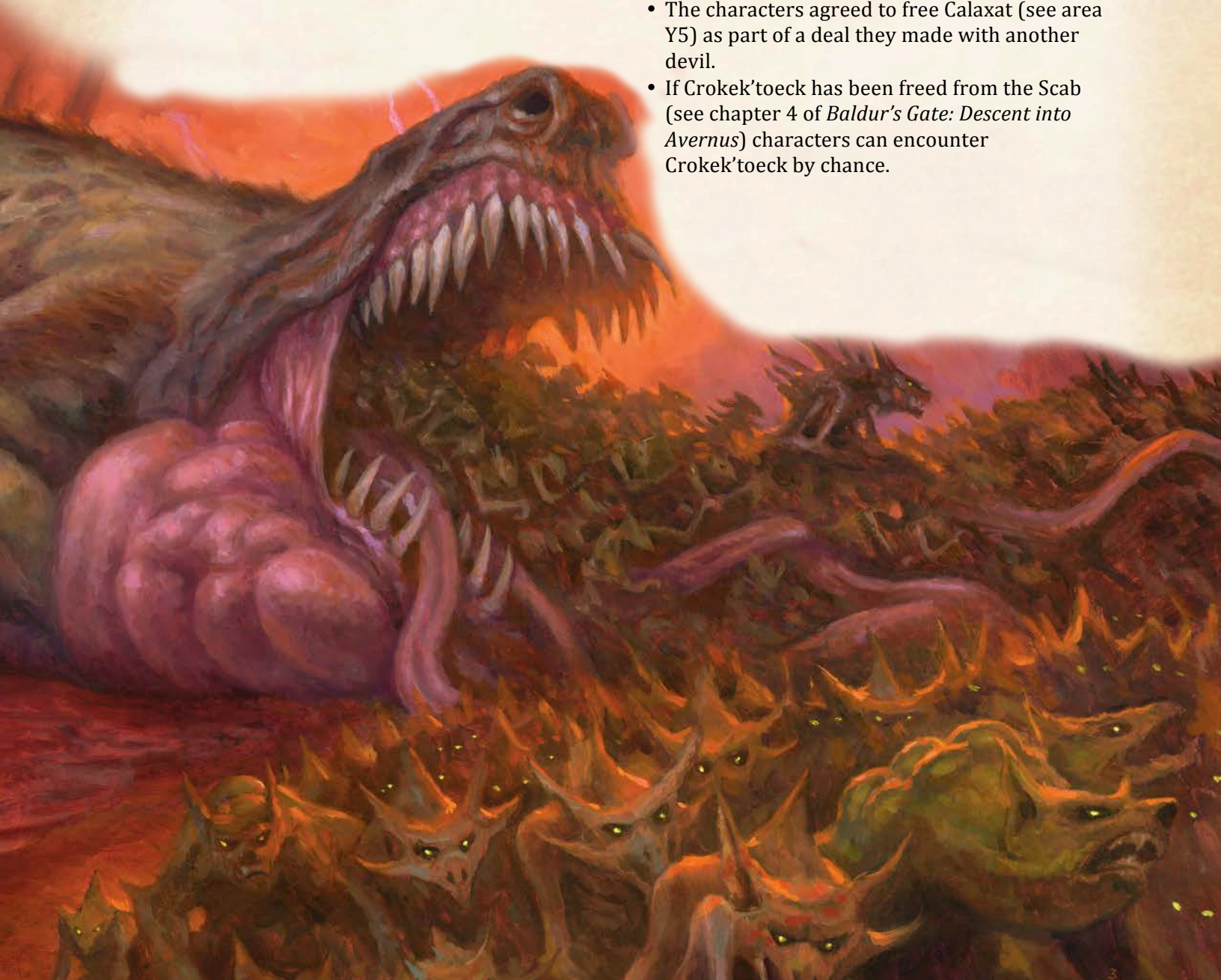
Yeenoghu travels Avernus in an enormous demon called Crokek'toeck. The ancient being was created by Yeenoghu and looks like a giant mudskipper with the fur and ears of a hyena. The massive creature can swim the River Styx, leap high into the air, and cross the wastes of Avernus while swallowing Yeenoghu's enemies and vomiting the Beast of Butchery's hordes onto the Blood War's frontline.

Crokek'toeck can be found in the Scab that surrounds the Bleeding Citadel (see chapter 4 of *Baldur's Gate: Descent into Avernus*) or freely roaming the wastes of Avernus after the characters free the fiend or destroy the Scab.

Story Hooks

The characters could face Yeenoghu and Crokek'toeck for the following reasons:

- The characters come to the barge to steal the *Butcher* (see appendix B), Yeenoghu's flail, because it can be used to break the infernal chains that bind Elturel like the *Sword of Zariel* (see chapter 5 of *Baldur's Gate: Descent into Avernus*).
- The characters desire the bile of Crokek'toeck to trick Yeenoghu into devouring the infernal chains that bind Elturel (see area Y4).
- The characters agreed to free Calaxat (see area Y5) as part of a deal they made with another devil.
- If Crokek'toeck has been freed from the Scab (see chapter 4 of *Baldur's Gate: Descent into Avernus*) characters can encounter Crokek'toeck by chance.



Yeenoghu

The Beast of Butchery is never one to pass up an opportunity for slaughter. Yeenoghu was defeated by Zariel on the Material Plane during his raid of the village of Idyllglen, and has never forgotten the embarrassment. His goal in Avernus is to cause as much pain and frustration to Zariel as possible while taking pleasure in the violent delights of the Blood War.

Roleplaying Yeenoghu

Yeenoghu is as violent a being as exists in the multiverse. He does not negotiate. He does not retreat or surrender. The Beast of Butchery lives to kill, maim, and torture.

Though Yeenoghu enjoys a good kill, he and his minions take great pleasure in causing pain and sorrow before death. Any characters the demon lord drops to 0 hit points wake imprisoned in area Y5 of Crokek'toeck, perhaps with a missing, devoured limb (see "Injuries" in chapter 9 of the *Dungeon Master's Guide*). Yeenoghu keeps the characters' equipment in area Y4 in the flesh nodule. His minions torture the characters for 2d10 days before devouring them.

If the characters flee from Yeenoghu, the demon lord does not give chase if there are other enemies to slaughter. Otherwise Yeenoghu chases them (see "Chases" in chapter 8 of the *Dungeon Master's Guide*).



Approaching Crokek'toeck

The most likely place for the characters to encounter Crokek'toeck is inside the Scab (see chapter 4 of *Baldur's Gate: Descent into Avernus*). If the characters encounter Crokek'toeck outside the Scab, use the following information.

When the characters see Crokek'toeck in the distance, read or paraphrase:

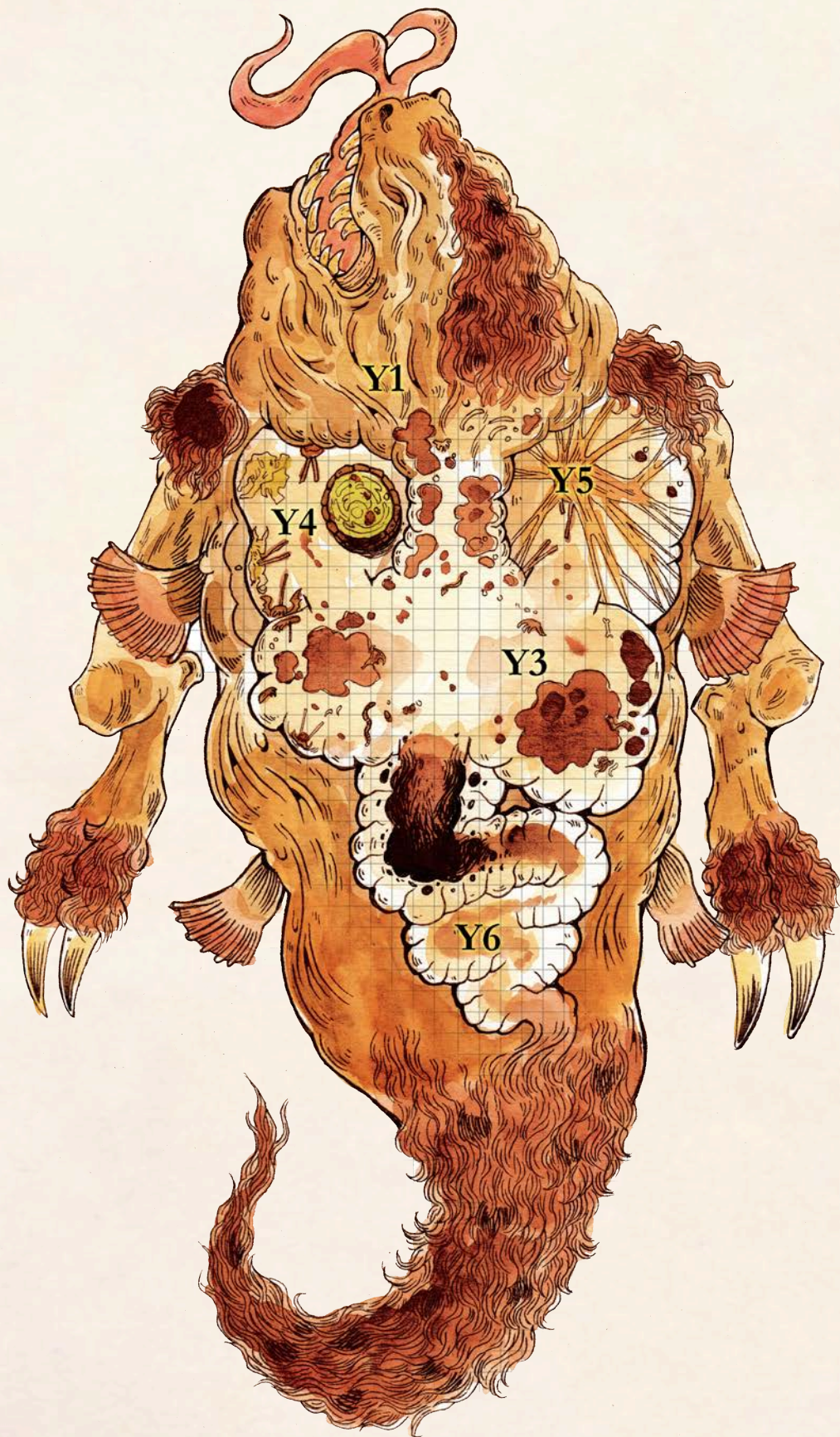
Savage laughter rings out amid the sound of something enormous breaching the surface of the River Styx. A colossal fur-covered creature with an enormous head, bulging eyes, two front flippers, and a long tadpole body stands on the banks vomiting gnolls and demons out of its maw. These monsters hit the ground ready for battle, eager to consume all that lies in their path.

Suddenly the monster retches up an enormous fur ball that expands and stands to become a horrifying giant gnoll with matted hair wielding a three-headed flail. The enormous gnoll lets out a savage war whoop as he charges ahead, his demonic minions following with gleeful hunger.

When the characters approach **Crokek'toeck** (see appendix A), ten **gnolls**, twenty **dretches**, and **Yeenoghu** (see appendix A) walk alongside the monster. Roll any die. On an even roll, the monsters are looking for a fight. On an odd roll, the monsters are distracted slaughtering a group of devils.

If the demons are looking for a fight, a successful DC 20 group Dexterity (Stealth) check sneaks by the fiends on land unnoticed. If the demons are fighting devils, the characters have advantage on the check and the DC is reduced to 15. Sneaking by the demons on boat has the same DCs as the checks on land but instead requires a Dexterity check with water vehicles made by the creature piloting the vessel.

Yeenoghu acts as described in "Roleplaying Yeenoghu." If Crokek'toeck swallows the characters, the demon lord does not follow them into the beast's gullet, confident his minions inside can take care of the intruders.



Treasure

Yeenoghu wields *Butcher* (see appendix B).

Getting Inside

There are two ways to get inside Crokek'toeck. The first is to get hit by its bite attack. The second is to use an action to make a DC 15 Dexterity (Acrobatics) check to jump into Crokek'toeck's mouth and avoid the monster's teeth. On a success the creature jumps into Crokek'toeck's mouth. On a failure the creature jumps into Crokek'toeck's mouth, but the creature takes 44 (10d6 + 9) piercing damage as it fails to avoid the demon's teeth.

Crokek'toeck Features

Crokek'toeck has the following features:

- **Crokek'toeck's** statistics can be found in appendix A.
- Areas inside Crokek'toeck have 30-foot-high ceilings with 25-foot-high doorways connecting them.
- The walls and doors inside Crokek'toeck are made of flesh. Doors have AC 15, 36 hit points, and immunity to poison damage.
- Unless otherwise noted in an area's description, areas inside Crokek'toeck are brightly lit by hanging lanterns with the *continual flame* spell cast on them.
- If Crokek'toeck dies, it explodes in a cloud of demon ichor and all creatures that were inside it are outside occupying whatever space Crokek'toeck occupied. The ichor affects any characters inside Crokek'toeck when it explodes as if they had fallen into an ichor lake (see chapter 3 of *Baldur's Gate: Descent into Avernus*).



Crokek'toeck Areas

The following encounter locations are keyed to the map of Crokek'toeck.

Y1. Mouth

This area has no light sources. Crokek'toeck's mouth contains the following features:

- *Ten demons with bodies that are mostly mouth snap their jaws at one another.*
- *The spongy floor of this moist chamber is made of Crokek'toeck's tongue.*

Escape

A creature inside the mouth can use an action to make a DC 15 Dexterity (Acrobatics) check to jump out of Crokek'toeck's mouth and avoid the monster's teeth. On a success, the creature jumps out of Crokek'toeck's mouth. On a failure, the creature jumps out of Crokek'toeck's mouth, but the creature takes 44 (10d6 + 9) piercing damage as it fails to avoid the demon's teeth.

Maw Demons

The ten **maw demons** (see appendix A) attack intruders and fight until destroyed.

Tongue Lashing

When combat happens in this room, roll any die on initiative count 0. On an odd result, Crokek'toeck's tongue swirls around its mouth. Each creature in the room must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage.

Y2. Throat

This area has no light sources. Crokek'toeck's throat has the following features:

- *The walls of this damp, fleshy chamber expand and contract a bit, like Crokek'toeck is panting.*
- *Gore stains are on the walls, floor, and ceiling.*

Contracting Throat

A successful DC 15 Intelligence (Investigation) check reveals that the gore stains in the room

are the flattened remains of devils. The pattern of the remains suggests the entire chamber contracted at once, crushing the devils inside.

When a creature that is not a demon walks on the floor of the throat, Crokek'toeck contracts its throat in defense. All creatures in the throat when it contracts must make a DC 15 Strength saving throw, taking 44 (8d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

A successful DC 15 Dexterity (Stealth) check gets a creature through the area without Crokek'toeck noticing any creature at all was in its throat.

Y3. Stomach

Crokek'toeck's stomach contains the following features:

- *A hideous chorus of snores and snorts come from more than fifty demons and gnolls fast asleep on the floor.*
- *Devil bones and gore cover the fleshy floor and walls.*

Thirty **dretches**, twenty **gnolls**, and one **barlgura** sleep on the floor after gorging themselves on devil remains. A successful DC 15 group Dexterity (Stealth) check moves through the room without disturbing any of the creatures. These creatures remain asleep for 1d4 hours, unless they are disturbed.

If any of the monsters wake and notice the characters, they attack, shouting and waking the others in the room. Each monster fights until reduced to half its hit points then flees.

Y4. Liver

The door to this room is sealed shut by a muscular action and only opens willingly for Yeenoghu. The door is made of flesh and has no keyhole. A successful DC 18 Strength check forces the door open. A successful DC 15 Wisdom (Medicine) check reveals pressure points that can be rubbed to massage the door open. Attacking the door (see "Crokek'toeck Features") or failing to force it open with a

Strength check causes the creatures in area Y3 to wake.

Crokek'toeck's liver is Yeenoghu's personal chamber and contains the following features:

- *An enormous, slumbering hyena with a stinger at the end of a vicious bone tail gnaws on devil bones.*
- *Horrid odors come from a giant pile of rotting offal sits in one corner of the room.*
- *Impaled, half-gnawed devil corpses hang from iron rods embedded in the walls.*
- *Bubbling, putrid bile fills a large circular tub made of flesh attached to the floor.*
- (Hidden beneath the offal is a 3-foot-high, 3-foot-diameter circular flesh nodule with 1-foot-diameter opening.)

Beetya

Beetya, Yeenoghu's prized **shoosuva** (see appendix A), is distracted by her meal when the characters arrive. A successful DC 12 group Dexterity (Stealth) check gets into the room without her noticing. Beetya attacks the characters when she notices them, unless they feed her, in which case the shoosuva doesn't attack until the characters run out of food.

Beetya fights to the death. If the door to this room is open when combat breaks out, sleeping creatures in area Y3 wake and join the fray.

Flesh Nodule

A character who digs through the offal uncovers a flesh nodule that holds Yeenoghu's spoils of war (see "Treasure") with a successful DC 10 Intelligence (Investigation) check. When a creature other than Yeenoghu reaches into the nodule's opening, the nodule clamps down on the creature's hand, attempting to devour it by secreting acid. That creature must make a DC 15 Strength saving throw. On a failed save, the creature takes 33 (6d10) acid damage and loses its arm (see "Injuries" in chapter 9 of the *Dungeon Master's Guide*). On a successful save the creature only takes half the damage and manages to pull its arm free before it is consumed.

The nodule has AC 15, 50 hit points, and immunity to poison damage. Destroying the

nodule causes it to explode in a burst of acid. Creatures within 20 feet of the nodule must make a DC 15 Dexterity saving throw, taking 55 (10d10) acid damage on a failed save, or half as much damage on a successful one.

A successful DC 15 Wisdom (Medicine) check allows a creature to reach inside the nodule without it clamping down.

Impaled Corpses

A successful DC 13 Strength check made as an action removes an impaled corpse from the wall. It takes Beetya 1d4 minutes to consume a corpse (see “Beetya”).

Climbing the walls in this area does not require an ability check.

Tub of Bile

Yeenoghu enjoys bathing in and drinking the bile of Crokek’toeck. Any creature that is not a demon that touches the bile must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage and become poisoned for 1 minute.

The bile can be used to make Yeenoghu devour the infernal chains that bind Elturel. Using the bile to have Yeenoghu devour the chains is similar to using the blood of a celestial to make Crokek’toeck devour the chains (see chapter 5 of *Baldur’s Gate: Descent into Avernus*).

Treasure

The flesh nodule contains twelve jets (worth 100 gp each), a *+1 wand of the war mage*, and 7,000 gp.

Y5. Spleen

Crokek’toeck’s spleen serves as a prison that holds victims for Yeenoghu and his minions to torture. It contains the following features:

- *Fleshy tendrils grow from the floor and ceiling to bind a screaming pale-skinned devil with black feathery wings.*
- *A corpulent, boar-faced demon with tiny wings gleefully uses their long claws to slowly wound the screaming devil.*

Roleplaying Avala

Avala, a **nalfeshnee**, takes great pleasure in torturing Yeenoghu’s prisoners. She enjoys slicing off pieces of her victims and devouring those bits before their eyes. Avala is so consumed with her work that a successful DC 9 group Dexterity (Stealth) check sneaks into the room unnoticed.

If Avala notices the characters, she attacks. She fights until reduced to 50 hit points then flees.

Roleplaying Calaxat

Calaxat, an **erinyes**, is one of Zariel’s devils, but her loyalties really lie with Bel (see chapter 3 of *Baldur’s Gate: Descent into Avernus*). She telepathically begs the characters to free her, offering them a deal (see appendix A of *Baldur’s Gate: Descent into Avernus*). If the characters free Calaxat and have not yet met with Bel, she begs the characters to escort her back to the pit fiend, promising an amazing reward of gold and power. The erinyes knows Bel is interested in meeting with the characters.

Calaxat is a brash risk-taker, who got herself into trouble when she tried to lead Yeenoghu’s forces toward Zariel, using herself as bait. She takes pleasure in risking her life and the lives of others.

If freed, Calaxat asks the characters to escort her back to Bel’s forge.

Tendrils

Any of Yeenoghu’s demons or gnolls in this room can use an action to command the tendrils to free or release another creature in the room. When the tendrils attempt to bind an unwilling creature, that creature must succeed on a DC 20 Dexterity saving throw to avoid being bound in the tendrils.

A creature bound in the tendrils is restrained. A creature restrained by the tendrils that uses its action to make successful DC 20 Strength (Athletics) or Dexterity (Acrobatics) check frees itself. A set of tendrils binding a creature has AC 15, 50 hit points, and immunity to poison damage.

Y6. Intestine

Croke'toeck's intestine is a portal that leads to Death Dells, Yeenoghu's lair in the Abyss. Once every 12 hours, a new horde of creatures loyal to Yeenoghu arrives in the intestine. Roll or choose the creatures that come through the portal on the Death Dells Portal table.

Death Dells Portal

d20	Demons
1	10d10 manes
2	10d10 hyenas
3	6d10 dretches
4	6d10 gnolls
5	2d12 ghouls
6	2d12 giant hyenas
7	2d12 maw demons (see appendix A)
8	2d10 ghasts
9	2d4 gnoll pack lords and 2d10 gnolls
10	2d8 barlguras
11	2d6 chasmes
12	2d6 vrocks
13	2d4 hezrous
14	2d4 shoosivas (see appendix A)
15	1d6 glabrezus
16	1d4 nalfeshnees
17	1 marilith
18	1 goristro
19	1 balor
20	Roll twice on this table and use both results



Appendix A: Creatures

The following creatures appear in this supplement.

Baphomet

Huge fiend (demon), chaotic evil

Armor Class 22 (natural armor)

Hit Points 275 (19d12 + 152)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	18 (+4)	24 (+7)	16 (+3)

Saving Throws Dex +9, Con +15, Wis +14

Skills Intimidation +17, Perception +14

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP)

Charge. If Baphomet moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 16 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Innate Spellcasting. Baphomet's spellcasting ability is Charisma (spell save DC 18). He can innately cast the following spells, requiring no material components.

At will: *detect magic*

3/day each: *dispel magic*, *dominate beast*, *hunter's mark*, *maze*, *wall of stone*

1/day each: *teleport*

Labyrinthine Recall. Baphomet can perfectly recall any path he has traveled, and he is immune to the *maze* spell.

Legendary Resistance (3/Day). If Baphomet fails a saving throw, he can choose to succeed instead.

Magic Resistance. Baphomet has advantage on saving throws against spells and other magical effects.

Magic Weapons. Baphomet's weapon attacks are magical.

Reckless. At the start of his turn, Baphomet can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Baphomet makes three attacks: one with Heartcleaver, one with his bite, and one with his gore attack.

Heartcleaver. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) slashing damage.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) piercing damage.

Gore. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) piercing damage.

Frightful Presence. Each creature of Baphomet's choice within 120 feet of him and aware of him must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. These later saves have disadvantage if Baphomet is within line of sight of the creature.

If a creature succeeds on any of these saves or the effect ends on it, the creature is immune to Baphomet's Frightful Presence for the next 24 hours.

Legendary Actions

Baphomet can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Baphomet regains spent legendary actions at the start of his turn.

Heartcleaver Attack. Baphomet makes a melee attack with Heartcleaver.

Charge. Baphomet moves up to his speed, then makes a gore attack.

Barriel d'Lyrandar

Medium humanoid (half-elf), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Acrobatics +5, Arcana +6, History +6

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 6 (2,300 XP)

Fey Ancestry. Barriel has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Barriel is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *fog cloud*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *levitate*, *misty step*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *control water*, *greater invisibility*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Crokek'toeck

Gargantuan fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	24 (+7)	6 (-2)	10 (+0)	13 (+1)

Saving Throws Con +12, Wis +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 14 (11,500 XP)

Amphibious. Crokek'toeck can breathe air and water.

Magic Resistance. Crokek'toeck has advantage on saving throws against spells and other magical effects.

Magic Weapons. Crokek'toeck's weapon attacks are magical.

Secure Memory. Crokek'toeck is immune to the waters of the River Styx as well as any effect that would steal or modify its memories or detect or read its thoughts.

Standing Leap. Crokek'toeck's long jump is up to 60 feet and its high jump is up to 30 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 44 (10d6 + 9) piercing damage.

Disgorge Allies. Crokek'toeck opens its mouth and disgorges 1d4 barlguras, 3d6 gnolls led by 1 gnoll fang of Yeenoghru, 6d6 dretches, or 1d3 vrocks (see the *Monster Manual* for these creatures' stat blocks). Each creature it disgorges appears in an unoccupied space within 30 feet of Crokek'toeck's mouth, or the next closest unoccupied space.

Inside Crokek'toeck

If you are using this supplement, you could make it so that when Crokek'toeck bites a creature, the target enters area Y1 of his body (see chapter 3).

Maw Demon

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the maw demon can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Shoosuva

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +4, Con +6, Wis +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Gnoll, telepathy 120 ft.

Challenge 8 (3,900 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The shoosuva makes two attacks: one with its bite and one with its tail stinger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Yeenoghu

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 333 (23d12 + 184)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	26 (+8)	15 (+2)	24 (+7)	15 (+2)

Saving Throws Dex +10, Con +15, Wis +14

Skills Intimidation +9, Perception +14

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 24 (62,000 XP)

Innate Spellcasting. Yeenoghu's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *detect magic*, *spiritual weapon* (8th-level spell, 4d8 + 2 force damage on a hit, appears as a flail)

3/day each: *dispel magic*, *fear*, *invisibility*

1/day each: *teleport*

Legendary Resistance (3/Day). If Yeenoghu fails a saving throw, he can choose to succeed instead.

Magic Resistance. Yeenoghu has advantage on saving throws against spells and other magical effects.

Magic Weapons. Yeenoghu's weapon attacks are magical.

Rampage. When Yeenoghu reduces a creature to 0 hit points with a melee attack on his turn, Yeenoghu can take a bonus action to move up to half his speed and make a bite attack.

Actions

Multiattack. Yeenoghu makes three flail attacks. If an attack hits, he can cause it to create an additional effect of his choice or at random (each effect can be used only once per Multiattack):

1. The attack deals an extra 13 (2d12) bludgeoning damage.

2. The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of Yeenoghu's next turn.

3. The target must succeed on a DC 17 Wisdom saving throw or be affected by the *confusion* spell until the start of Yeenoghu's next turn.

Flail. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. *Hit:* 15 (1d12 + 9) bludgeoning damage.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 14 (1d10 + 9) piercing damage.

Legendary Actions

Yeenoghu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Yeenoghu regains spent legendary actions at the start of his turn.

Charge. Yeenoghu moves up to his speed.

Swat Away. Yeenoghu makes a flail attack. If the attack hits, the target must succeed on a DC 24 Strength saving throw or be pushed 15 feet in a straight line away from Yeenoghu. If the saving throw fails by 5 or more, the target falls prone.

Savage (Costs 2 Actions). Yeenoghu makes a bite attack against each creature within 10 feet of him.

Appendix B: Magic Items

The following magic items appear in this supplement.

Butcher

Weapon (flail), artifact (requires attunement)

Yeenoghu's three-headed flail, *Butcher*, is built from the bones and flesh of a deity the Gnoll Lord murdered. Each rusty chain ends in a barbed head. The weapon screams with discordant laughter when swung.

When attuned, the weapon resizes to fit the wielder.

Hyena Appearance. While you are attuned to *Butcher*, your body changes so you look like a gnoll, though you still retain your size.

Magic Weapon. *Butcher* is a magic weapon that deals 1d12 piercing damage on a successful hit and has the reach property. Once per round when you make an attack with *Butcher* and hit, you can choose to create one of the following additional effects:

- The attack deals an extra 2d12 bludgeoning damage.
- The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of your next turn.
- The target must succeed on a DC 17 Wisdom saving throw or be affected by the *confusion* spell until the start of your next turn.

Random Properties. The flail has the following randomly determined properties (see "Artifact Properties" in chapter 7 of the *Dungeon Master's Guide*):

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Demonic Hunger. You can consume the corpse of a Small or Medium creature over the course of 5 minutes, during which time you can do nothing but feast on the creature's dead flesh. At the end of this time, the corpse is destroyed, and you

regain 1d10 hit points. You can also take 10 minutes to consume the corpse of a Large creature and regain 2d10 hit points, 1 hour to consume the corpse of a Huge creature to regain 4d10 hit points, or 8 hours to consume the corpse of a Gargantuan creature to regain 8d10 hit points.

Demonic Resistances. You gain resistance to cold, fire, and lightning damage.

Invisibility. You can use the flail to cast the *invisibility* spell without the need for any components. You cannot use the weapon to cast the spell again until you complete a short or long rest.

Languages. You can speak, write, and understand Abyssal and Gnoll.

Rampage. When you reduce a creature to 0 hit points with an attack from the flail, you can take a bonus action to move up to half your speed and make another attack with *Butcher*.

Swat Away. When you hit a creature with an attack made with the flail, you can use your bonus action to force the target make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. If the target fails, it is pushed 15 feet in a straight line away from you. If the saving throw fails by 5 or more, the target falls prone.

Destroying the Flail. If Yeenoghu is permanently killed, the flail crumbles into ash.

Heartcleaver

Weapon (glaive), artifact (requires attunement)

Baphomet's great glaive, *Heartcleaver*, is feared throughout the Abyss. When attuned, the weapon resizes to fit the wielder.

Minotaur Horns. While you are attuned to *Heartcleaver*, you grow large horns as part of your new appearance if you do not already have them. These horns are magical melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

Magic Weapon. *Heartcleaver* is a magic weapon that deals 2d10 slashing damage on a successful hit.

Random Properties. The glaive has the following randomly determined properties (see "Artifact Properties" in chapter 7 of the *Dungeon Master's Guide*):

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Charge. If you move at least 10 feet straight toward a target then hit with an attack with your horns on the same turn, the target takes an extra 3d10 piercing damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier or be pushed up to 10 feet away and knocked prone. You cannot get to make use of this feature again until the start of your next turn.

Demonic Resistances. You gain resistance to cold, fire, and lightning damage.

Intimidating Presence. You gain proficiency in the Intimidation skill. If you are already proficient with this skill, your proficiency bonus is doubled for it.

Labyrinthine Recall. You can perfectly recall any path you have traveled, and are immune to the *maze* spell.

Languages. You can speak, write, and understand Abyssal.

Savage Hunter. You have advantage on Wisdom (Survival) checks made to track other creatures.

Wall of Stone. You can use the glaive to cast the *wall of stone* spell without the need for any components. You cannot use the weapon to cast the spell again until you complete a short or long rest.

Destroying the Glaive. If Baphomet is permanently killed, the glaive disappears in a burst of blood.