



# INFERNAL RELATIVES

*Gifts, Infernal Assistance,  
& Character Background*

**GIFTS, INFERNAL ASSISTANCE,  
& CHARACTER BACKGROUND**

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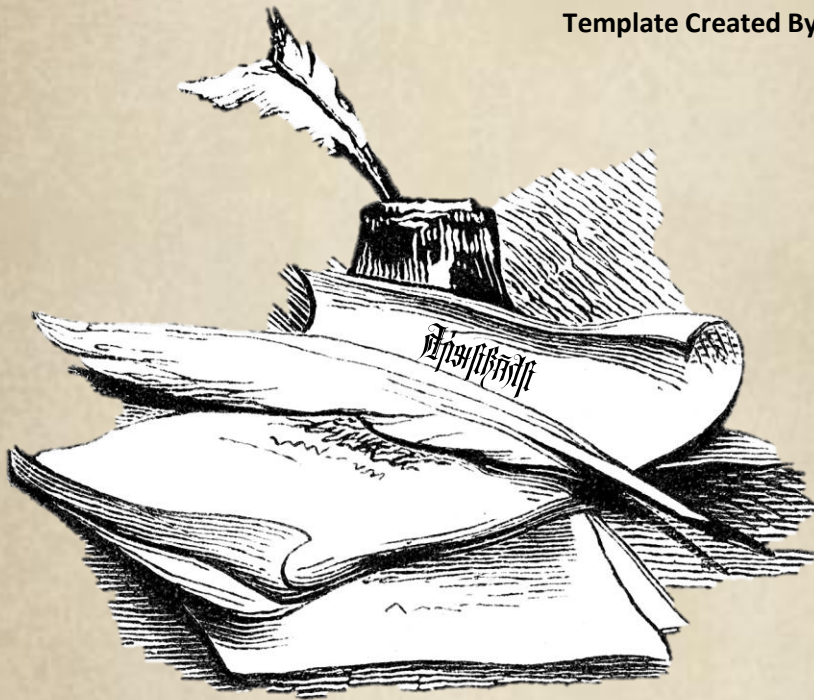
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## INTRODUCTION

This supplement is intended to help Dungeon Masters (DMs) add additional infernal flavor to their games. Although framed around *Baldur's Gate: Descent into Avernus* this supplement can also be used for any game that features characters who have fiends or devils as warlock patrons or have included Infernal relatives in their backstory.

## GETTING STARTED

Before beginning with this supplement, it is important to keep in mind that the subject of families can be very complex both in game and out of game. DMs are encouraged to discuss these topics with players ahead of time and keep open communication throughout play to determine what works best for all members of the group.

This supplement is just a framework, DMs are welcome to alter content of this supplement based on the needs and interests of their players.

Chapter 1 is a resource for both players and DMs to use in developing character backstories. Chapter 2 and Chapter 3 of this supplement are intended for the Dungeon Master to keep behind the screen and add to the adventure as needed. Materials marked *Player Handouts* are intended to be given over to the players in game.

## BOOKS REFERENCED IN THIS SUPPLEMENT

- MONSTER MANUAL (MM)
- PLAYER'S HANDBOOK (PHB)
- BALDUR'S GATE: DESCENT INTO AVERNUS (BG:DIA)



# CHAPTER 1: CHARACTER OPTIONS- INFERNAL FAMILY BACKGROUND

You may not have been born in the Nine Hells, and you may have never met your devilish ancestor but somehow and for some reason you have an infernal relation.

Choose which of the Nine Hells you wish to be associated with and work with your DM to determine your family connections and what weight that carries.

Are you open about your family's ties to the Nine Hells, or do you keep it a secret? How much influence does your infernal family hold? Are you more at home on the Material Plane or the Nine Hells? What ambitions do you hold as a mortal member of an infernal family?

**Skill Proficiencies:** Deception, Religion

**Tool Proficiencies:** One type of gaming set, Disguise kit.

**Languages:** One of your choice

**Equipment:** Set of traveler's clothes, a token bearing the mark of one of the Nine Hells, Gaming set (one of your choice), and 15gp

## FEATURE: INFERNAL REPUTATION

For better or worse, word of your Infernal heritage often precedes you. You can find lodgings, resources, and information from devil worshipping cults eager to gain favor from your family. They will aid you so long as it does not put their lives at risk.

## Possible Family Links

d8	Infernal Family Connection
1	One or both parents is a Warlock of a powerful Fiend patron. This patron considers you their grandchild.
2	You are a distant relation to an Archdevil.
3	One or both parents are powerful leaders of an infernal cult. The cultists and lesser devils have always considered you family.
4	You were adopted by an Archdevil and raised by cultists on the material plane.
5	Although your parents are separated, they've both worked together to be there for you. You grew up spending time on both the material plane and the Nine Hells.
6	Your spouse or partner is related to an Archdevil
7	You are lifelong friends with a fiend or person with infernal family ties. Both of you consider each other to be siblings.
8	You have deceived an Archdevil into thinking you are their distant relation.



## SUGGESTED CHARACTERISTICS

Those with infernal family members come from a variety of walks of life and live different lifestyles. Individuals may have alignments and interests that differ from their relatives.



### D6 Personality Trait

- 1 I always follow every rule as written... loopholes and all.
- 2 I will enjoy everything in life while I can.
- 3 Folks seem to like me, but I'm never sure if they like me or want to stay in my family's favor.
- 4 When in doubt, find someone else to take the blame
- 5 I am my own person first and foremost
- 6 Anger me and there will be hell to pay.

### D6 Ideal

- 1 **Loyalty.** My family and friends are everything to me. (Lawful)
- 2 **Ambition.** I will prove that I am a strong asset to my infernal ancestors (Evil)
- 3 **Indifference.** Neither side of my family understands me, but I don't care. (Chaotic)
- 4 **Apprehension.** I feel shame for the evil things devils do, but I still love all members of my family. (Good)
- 5 **Independence.** I don't want my family members, or their infernal reputation, to influence how others treat me. I want to make my own name for myself. (Chaotic)
- 6 **Self-Centered.** I'm lucky enough to have connections in the Material World and Nine Hells. I might as well enjoy what comes with it. (Any)

### D6 Bond

- 1 I will do whatever it takes to gain the approval of my infernal family member.
- 2 I have deep respect for those who fought in the Blood War.
- 3 I do not appreciate gifts and favors that come with strings attached.
- 4 It is important that I never be seen as a failure.
- 5 I am my own person, and no person or devil can tell me otherwise.
- 6 Evil is just a word people throw around when they don't understand something. I'll help them understand.

### D6 Flaws

- 1 I believe I'm chosen to be greater than those around me.
- 2 There isn't anything wrong with shaking things up with a bit of chaos from time to time.
- 3 I rely on the connections of my infernal family to get me out of any trouble I'm in.
- 4 I'm afraid I'll become too much like my infernal family members if I'm not careful.
- 5 I obey orders blindly.
- 6 I have a hot temper.

## CHAPTER 2: GIFTS

On special occasions, or in times of great need, infernal relatives may wish to send small gifts to aid their mortal family members and their adventuring companions.

Use the following tables for gifts sent to characters while adventuring on the material plane.

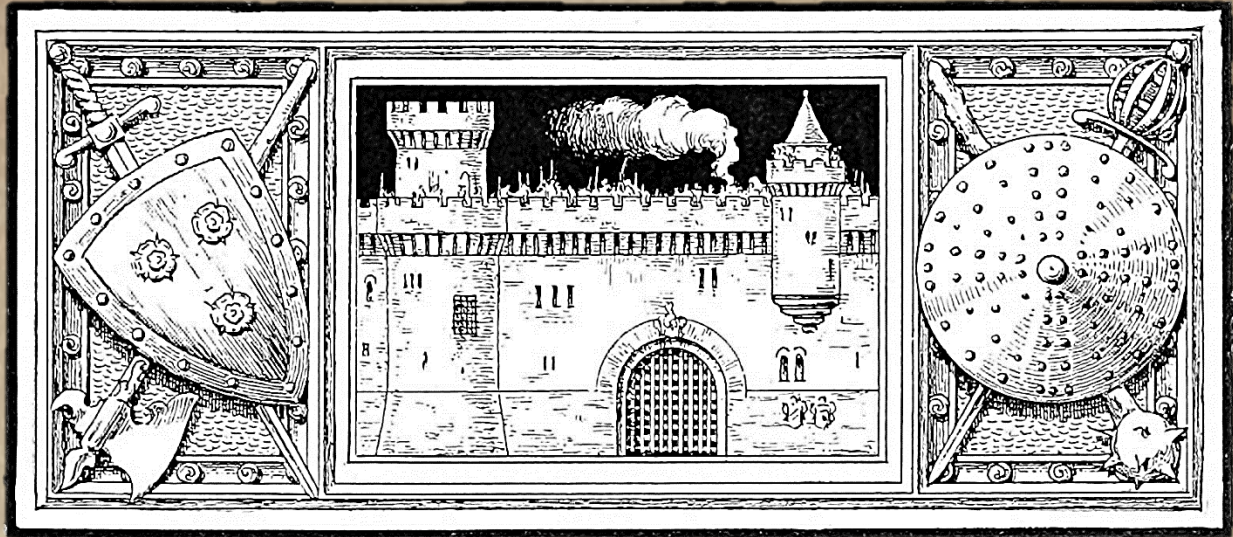
Just a little gift to  
cheer up you and  
your friends.  
We Love You

### Trinkets

d20	Item
1	Warm knitted sweater that smells faintly of sulfur.
2	A magazine written in infernal that focuses on high fashion in the Nine Hells.
3	A small decorative raven carved from the bones of a <b>bone devil</b> .
4	A collectable replica soul coin with "No Infernal Value" stamped on it.
5	A 'lucky' severed <b>imp</b> foot that occasionally twitches.
6	A silver pendant with the words <i>Make us proud</i> engraved on it in infernal.
7	A miniature decorative handbasket with the word "hell" written in infernal on the inside.
8	A coin purse made from the wings of an imp.
9	A postcard from <b>Stygia</b> depicting a pleasant looking ski lodge and several <b>ice devils</b> skiing.
10	A bloodstained quill pen.
11	A badge that reads "One heck of a kid" in infernal
12	A music box that plays a happy tune while tiny figures of devils and demons spin about appearing to fight one another.
13	A bottle that looks and smells like a healing potion, but when anyone tries to drink it the liquid doesn't come out.
14	Knitted horn coverings to keep horns from damaging pillows during sleep.
15	A bracelet made from <b>Chain Devil</b> chains.
16	A desk ornament made from the tusk of a <b>nalfeshnee</b>
17	A small <b>lemure</b> shaped stress ball.
18	A whistle that makes a sound only heard by <b>hell hounds</b> that are within a 120ft radius.
19	A fashionable hat with a brim made of stone.
20	A small Infernal War Machine coin bank designed to hold mundane coins.

Use in special gifts to  
cheer up you and  
your friends.  
We Love You





## Adventuring Supplies

### d10 Item

- 1 A picnic lunch delivered by an **imp** (MM 76). Contains cold roasted **abyssal chicken**, a selection of potato salads, and dinner rolls.
- 2 A certificate for a free night stay at the nearest Inn. "Remember your debts innkeeper" is written on it in Infernal.
- 3 A vial of antitoxin (PHB 151) with a note that reads "*Not that I don't trust your friends, I just don't trust your friends.*"
- 4 Half-Plate Armor (PHB 145) made of destroyed Infernal War Machines.
- 5 Blank Spellbook (PHB 153) bound in leather made from a **Dretch** and decorated in infernal runes.
- 6 A set of Thieves' Tools (PHB 154) that whisper "Make good choices" whenever they are used.
- 7 A Shortsword (PHB 149) that has a handle inlaid with decorations made from polished **Quasit** horns.
- 8 A bag of caltrops (PHB 151) each in the shape of smiling imp heads
- 9 A Hand Crossbow (PHB 149) decorated in infernal runes
- 10 A velvet pouch containing 100gp in coins from a variety of regions. The note reads "*They couldn't take it with them.*"

## Magical Gifts

### D6 Item

- 1 A golden locket that contains the images of the infernal relation. Once per day the locket can be used to cast the cantrip *Friends* (PHB 244) the locket recharges at dawn.
- 2 A toy **imp** that gets the hiccups any time a demon is within 60ft of the character attuned to it.
- 3 A paper flower made from infernal contracts of those who failed to hold up their end of the bargain. Once per day the flower can be used to cast *Hellish Rebuke* (PHB 250).
- 4 A water flask with "stay hydrated" written in infernal across it. Even in the Nine Hells, water drunk from this flask tastes good. If wine, ale, or another alcoholic beverage is stored in this flask it will turn into water.
- 5 A silver mirror that reflects back the image of the least favorite person of whoever is holding it.
- 6 An infant sized knitted blanket with a tag that reads "*Love you through all Nine Hells and back*". Once attuned the blanket can be used to cast *Protection from Evil and Good* (PHB 270) the blanket has 3 charges, recharging at dawn.

## CHAPTER 3: HELP FROM HOME

*So Proud  
of You*

Infernal families can send assistance in a variety of ways. It could be as simple as an empty cupboard suddenly fully stocked with food and only the faintest hint of sulfur giving way to who might have brought it. Some relations may order mortal followers to check in from time to time just to see how everyone is doing. Those that come from a powerful family may even see the occasional lesser devil offer their services.

No matter how well-meaning sometimes help from home can end up bringing more trouble than good.

### Less than Helpful Help

D6	Help	Trouble
1	A new cult member (use <b>Commoner</b> stats MM 345) shows up to act as personal servant to the character.	This person idolizes the character's infernal family. They tend to stay in the character's personal space and always ask about their family rather than do the job they were assigned.
2	Every so often glowing infernal script appears on the ground, walls, or on furniture. This script offers words of advice, encouragement, or warns of danger.	These messages show up even when the character doesn't want them too. They also attract a lot of attention when they appear in public spaces.
3	The infernal family member provides a name of a contact within a city, town, or village who will aid the character if they are ever in trouble.	The <b>Cult Fanatic</b> (MM 345) is only loyal to the character with infernal family ties. They may try to cause harm to other characters or try to use the party's situation to their own gain.
4	Whenever the character is short on money a daily sum of 2gp appears in the character's pocket each dawn.	These coins are real gold. However, they are bloodstained and are made from a variety of gold coins that have been fused together. There is a chance that businesses will refuse to accept them.
5	Whenever the character enters a tavern a local entertainer (use <b>Commoner</b> stats MM 345) begins to play their favorite song.	The song isn't necessarily the character's favorite. It is whatever song the family thinks is their favorite.
6	A <b>Hell Hound</b> (MM 182) appears one morning in an obsidian kennel. Food and water bowl, fire resistant leash, and an assortment of dog toys, and a health certificate from an infernal veterinarian are included.	The <b>Hell Hound</b> is surprisingly friendly. It is, however, always hungry and will raid cupboards, tavern larders, attack small creatures, and eat anything in the house including: shoes, clothing, small bits of furniture, trinkets, books, wood, wall plaster and generally anything it can get a hold of.

*So Proud  
of You*



## USEFUL HELP FROM HOME

Infernal family members may send help in times of great need. Help often comes at a price. Characters may find themselves indebted to a devil and need to repay the favor at a later date.

*If you ever need anything  
don't hesitate to ask*

*डे हिा फेर अफर अस्सिातारु  
अफर अफर अफर अफर*

### Infernal Assistance

#### d6 Help

- 1 3 **imps** (MM 76) arrive during combat to assist the character. They vanish once the combat is over.
- 2 If the characters find themselves arrested a group of **Cultists** (MM 345) arrive and confess to the crime the characters have been charged with.
- 3 A **Priest** (MM 348) arrives when one or more of the characters are injured and offers free healing services and healing potions as long as the character with infernal family ties agrees to put in a good word for them.
- 4 A **Rakshasa** (MM 257) disguised as a human mage welcomes the party to stay at their elaborate estate. They have an extensive library that characters can use for research, a large home with lots of space for all the characters, and elegant meals each evening in a spacious dining room. The **Rakshasa** won't willingly reveal their true form, and if asked while they are helping will reply "Just repaying an old friend."
- 5 Once every ten days a package arrives containing healing potions for each party member, 50gp and a letter from the character's infernal family member. The package is delivered by **imps** (MM 76) dressed as mail carriers.
- 6 A letter arrives with directions to a shop that will sell magic items to the character at a discounted rate.



## EVERYTHING HAS A PRICE

*Upon receiving help from an infernal relation, characters may be required to pay for the services*

*This may include:*

- *Entering into an infernal contract*
- *Completing a mundane task on the material plane*
- *Playing a part in setting up a cult to the infernal relation*
- *Expectation that they will visit or at least stay in regular contact from now on.*

# CHAPTER 3: SIDE QUESTS AND ADVENTURE HOOKS



Infernal families may choose to pull their relations and their adventuring companions into some of their fiendish plots. These adventure hooks can be used as side quests or starting points for adventures.

D12	Event	D12	Event
1	"A distant cousin, (a Tiefling <b>Noble</b> (MM 348) is in town. Show them the sites and keep them out of trouble. They may have angered some Paladins. "	7	"A batch of contracts need to be delivered to the mayor of a beautiful seaside town."
2	"Two <b>Cultists</b> have run away without completing the terms of their contract. Bring them back to the leader of the cult."	8	"Take care of a distant Aunt's flock of <b>Abyssal Chickens</b> (BG:DiA 97) for a ten-day"
3	"We're coming for a visit, why not throw a nice little party for all the local cult followers and your friends. It will be lovely to see you"	6	"Spy on a bothersome <b>Knight</b> (MM347) find out if there are any weaknesses the family can exploit. Become their best friends."
4	"The family's favorite Imp is imprisoned by a local <b>Mage</b> (MM 347) Get the Imp back, but mind the traps the mage set."	10	"Deliver 3 <b>Soul Coins</b> to a <b>Night Hag</b> (MM 178) Be polite, it would be unwise to offend her. "
5	"A local newspaper has been publishing warnings about signing deals with infernal beings. Put a stop to it, without violence. "	11	"Time to enter the family business. 20 blank contracts arrive for 20 souls. One of the bookkeeping <b>imps</b> will arrive in three days if no progress is made. "
6	"Our groomer has suddenly vanished be a dear and get our <b>Nightmares</b> (MM 235) ready for a pet show in Avernus."	12	"There is a <b>Glabrezu</b> (MM 58) that a third cousin has made quite angry. It knows where you are and is headed your way."

*Hate to be a bother but do you think you and your friends could do a tiny task?*

*What if you're in a pinch and need a favor? Can you help out a friend in need?*



To my adventurous child,

It has been far too long since I've heard from you. I can only hope that you are doing well with your new friends as your soul has yet to appear in any of the Nine Hells.

Do you remember your third cousin Dreary? I think they were at your 2<sup>nd</sup> birthday party, the one where you were ever so excited to play pin the tail on the imp.

Anyhow, cousin Dreary will be in town tomorrow. It would be lovely if you could show them the local sites. I would appreciate it if you kept them out of trouble. Seems they've angered some local Paladins, but I'm sure it is all a big misunderstanding.

Love,

---

Դեր իմ արկածախնայող զոհին,

Դի անը քբբա լեռն իրո՞ ծնարս և Կոբնի՞ Երբ արեռնի՞ լեհրո՞ ինչ: Ե ճնա ըստ՞ արբբ իառնի ինչ ոնե՞ թիտարս արբբ արիա ինչ արբբ լեհրո՞նե ոն ինչ ևրո՞ն ան իբ իր արբբնի՞ Կո ան ըն իա՞ Կոբնի Կոբնի:

Կո ինչ Կոբնի ինչ իառնի՞ ճիտե՞ս Կոբնի? Ե իառն իառն արբբ ոն ինչ Կոբնի քոբնի, իառն իառն արբբ ինչ արբբ բոբնի ևր լեռնի՞ն իր քոբնի քոբնի իառն իառն իառն Կոբնի:

Կոբնի, իառնի՞ Կոբնի արբբ քբ Կո Կոբնի ինչի՞նչի: Դի արբբնի՞ քբ ծնոբնի՞ ինչ իառնի՞ ևրո՞ն իառն իառն ծնոբնի՞ ևրո՞ն: Ե արբբնի՞ արբբնի՞ն ինչ ինչ ինչ արբբ իառն ինչ ինչի՞նչի: Կոբնի իառնի՞ արբբնի՞ն ևրո՞ն Կոբնի, քոբնի Կո ևրո՞ն ինչ ինչ քոբնի արբբնի՞ն:

Կոբնի,

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