



A SMALL TRIFLE

**OR, WHY YOU SHOULDN'T TRUST A HAG,
MOST OF THE TIME**

JONATHAN CONNOR SELF

**Loot Tiamat's Lair and somehow make it out alive,
in this supplement for the world's greatest roleplaying game**

CCC-VOTE-01-01



A Small Trifle

Or, Why You Shouldn't Trust a Hag, Most of the Time



Jeny Greenteeth again needs the help of adventurers, and this time, she is willing to pay a large price for their help – restoring the pact between Phlan and the fey of the Quivering Forest. All she needs is a coin from a dragon hoard. Easy enough, right? You may change your mind when you hear the name of the dragon... Enjoy this “Pipyap’s Guide to the Nine Hells” content.

A Four/Six-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

Credits

Lead Designer: Jonathan Connor Self
Design Consultant: Alan Patrick

Editing: Ginny Loveday
D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Digital art by Jonathan Connor Self, with free resources made available by Wizards of the Coast for creators on the DM's Guild.

D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan Patrick, LaTia Bryant, Ma'at Crook, Amy Lynn Dzura, Travis Woodall, Claire Hoffman, Greg Marks

Playtesters: Hannah Davis, Andy Jensen, Aaron Kluck, Benjamin Magee, Raghavsrinivas Ramkumar



Special Thanks

I want to extend special thanks to some people that made all of this possible.

First credit goes to **Eric Weberg**, for working in collaboration to draft the storyarc "*At Jeny's Request*" for the **D8 Summit Charity Convention**. Without him, crafting this tale wouldn't have happened.

Second credit goes to the **Adventurers League Admins**. They put a lot of legwork and sweat into making "*Pipyap's Guide to the Nine Hells*," which fleshes out "*Baldur's Gate: Descent into Avernus*" as a full setting. That tome comprises a LOT of research and effort on their part, and for that, thank you.

Third credit goes to **LaTia Bryant** and **Ginny Loveday**, who humored my love for Taco Bell and let me tag along with them to the event in Hell, Michigan. "Back seat ***** get the riches," am I right?

I want to thank my players at *Vote Pipyap*, for their willingness to play this adventure and helpful feedback. **Hannah, Andy, Aaron, Ben, and Raghav**, you are all awesome. I hope you enjoy this rendition of your story.

Final credit goes to **Alan Patrick**. He let me bounce these ideas off of him (whilst he was in the middle of planning the *Vote Pipyap* event), gave me ideas on interesting twists, and offered his immense *Forgotten Realms* lore into crafting a fully realized adventure. Also, he gave me a complete sandbox to build a story in the "*Pipyap's Guide to the Nine Hells*" format. For that and his friendship, I thank him.

At *Vote Pipyap*, I encouraged my friends to overcome their inhibitions and be willing to "dip their feet in the water." I hope you, the reader, find the courage and freedom to do the same.

-Connor

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2019 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Adventure Primer

This adventure is designed for **three to seven 5-10-level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in transcends the Planes. It begins in the Emerald Tower outside of Phlan, and the adventurers will make their way to Hell's first layer of Avernus. A mishap sees the characters from Avernus to the fifth layer of Hell, Stygia, where they confront the "villain" and hopefully gain their prize.

Background

When **IXUSASA TERRORSONG** became the hag called **AGATHA BORDOCK**, her soul coin went into the possession of her diabolic mistress **TIAMAT**, and was added to her dragon horde in **AVERNUS**.

The first individual to learn of the soul coins creation and covet its possession was not **JENY GREENTEETH** or even Tiamat, but **LEVISTUS** the Lord of **STYGIA**. Always manipulating others for power, Levistus saw the value of a power hag coven doing his dirty work in the **PHLAN** region. Levistus sent his servant/collaborator **AUNTIE CHATTERKNEES** to retrieve this item, concealing his identity in case **ASMODEUS** became aware of the plot.

Auntie Chatterknees hired **AMBROSE**, a puka with a burning hatred of Jeny, to return the soul coin to her. In return, Auntie promised "her employer" would provide Ambrose the power to exact revenge on heroes who slighted him of late.

After discovering the existence of the soul coin and positing the threat it could mean for her coven, Jeny Greenteeth offered **CALYPSO** renewal of the defense pact protecting Phlan if Calypso gives her the coin. Calypso seeks heroes to do this task – your characters.

The characters travel to **HELL** to get the coin, only to find Ambrose holding it. This heist becomes a wild chase through Tiamat's Lair and next Stygia, before the characters confront Auntie Chatterknees to take the coin.

A comprehensive lore of the adventures leading to this module can be found in **Appendix 8**.

The Real World Legend of "Wicked Jenny Greenteeth"

Jenny Greenteeth (spelling disambiguated) is not a monster for *Dungeons & Dragons* alone. Her story goes back centuries, to old tales told to frighten listeners in England. Jenny Greenteeth, or Wicked Jenny, would reach up from rivers and snatch children and the elderly, dragging them to the bottom to drown. At night, it was rumored Jenny Greenteeth slept high in the forest trees, gazing down upon those foolish enough to brave the woods at night. Jenny is described as green of skin, with stringy hair and rows of sharp teeth.

Jenny Greenteeth has been used for inspiration in a host of novels and comic books, and in at least one video game. In her D&D form, she has played a central role in the *D8 Summit Charity Convention's* convention created content (CCC's).

Overview

The adventure's story is spread over **four parts** and takes approximately **4 hours** to play. The adventure begins with a **Call to Action** scene. It also contains **two optional bonus objectives**—each taking **an additional hour** to play.

- **Episode 1: An Afternoon Visit.** The adventurers are summoned to Malkyn's Emerald Tower outside Phlan, where they meet with Malkyn, Calypso, and Jeny's coven. The heroes are tasked with retrieving a coin from a dragon horde, with Jeny being a little less than forthcoming with details. This is the **Call to Action**.
- **Episode 2: Breaking into the Prison.** The adventurers navigate through Tiamat's prison on Avernus. It is eerily reminiscent of the Well of Dragons, but it is in a state of disarray and abandonment. This is **Story Objective A**.
- **Episode 3: A Heist Out-heisted.** The adventurers come upon Ambrose in Tiamat's lair, who has beaten the characters to the coin they seek. This begins a combat and chase. This is **Story Objective B**.

- **Episode 4: I Didn't Dress for This Weather.** The adventurers follow Ambrose onto the Fifth Level of Hell, Stygia. There, they try to catch Ambrose before he can pass off the coin. This is **Story Objective C**.
- **Episode 5: The Trade.** The adventurers finally catch up to Ambrose and discover for whom he retrieved the coin. This is **Story Objective D**.
- **Bonus Objective 1: Walk Casually.** The characters trek through Avernus, navigating hazards, denizens, and conflicts to reach Tiamat's prison. This is found in **Appendix 1**.
- **Bonus Objective 2: Motives.** The adventurers follow Ambrose to learn more about his motives, and perhaps retrieve the real soul coin. This is found in **Appendix 2**.

Adventure Hooks

Every adventure needs some way for player characters to become involved. These are some sample hooks you can use to tell the story around the characters, and to get your players' interest.

At Jeny's Request. The characters in your adventuring party may have participated in the events of "**DES-01-05 The Die is Cast.**" If so, they have plenty of reason to track down Ambrose and foil his plans. Characters belonging to the Order of the Gauntlet may find this motivation powerful, particularly if they hear tale of how sadistic that particular dark fey is.

Helping Phlan. Natives to the Moonsea, and Phlan in particular, see the benefit of restoring the pact between the fey of the Quivering Forest and the city-state of Phlan. Even if they aren't natives to the area, heroes with the folk hero,

guild artisan, and noble backgrounds might see the value in stabilizing the region near Phlan. This is especially true for characters with membership to the Lord's Alliance or Harpers.

A Personal Favor. Heroes likely want to help Malkyn and Calypso, two of the most positive forces in a Moonsea troubled by cults and disasters. Perhaps create favors these two NPC's committed for the adventurers before this adventure – or even mention favors Jeny has done! (This is particularly relevant if the players enjoyed the optional encounter with Agatha Bordock in "**SDREAM-01-01 From Every Winter, Spring.**")

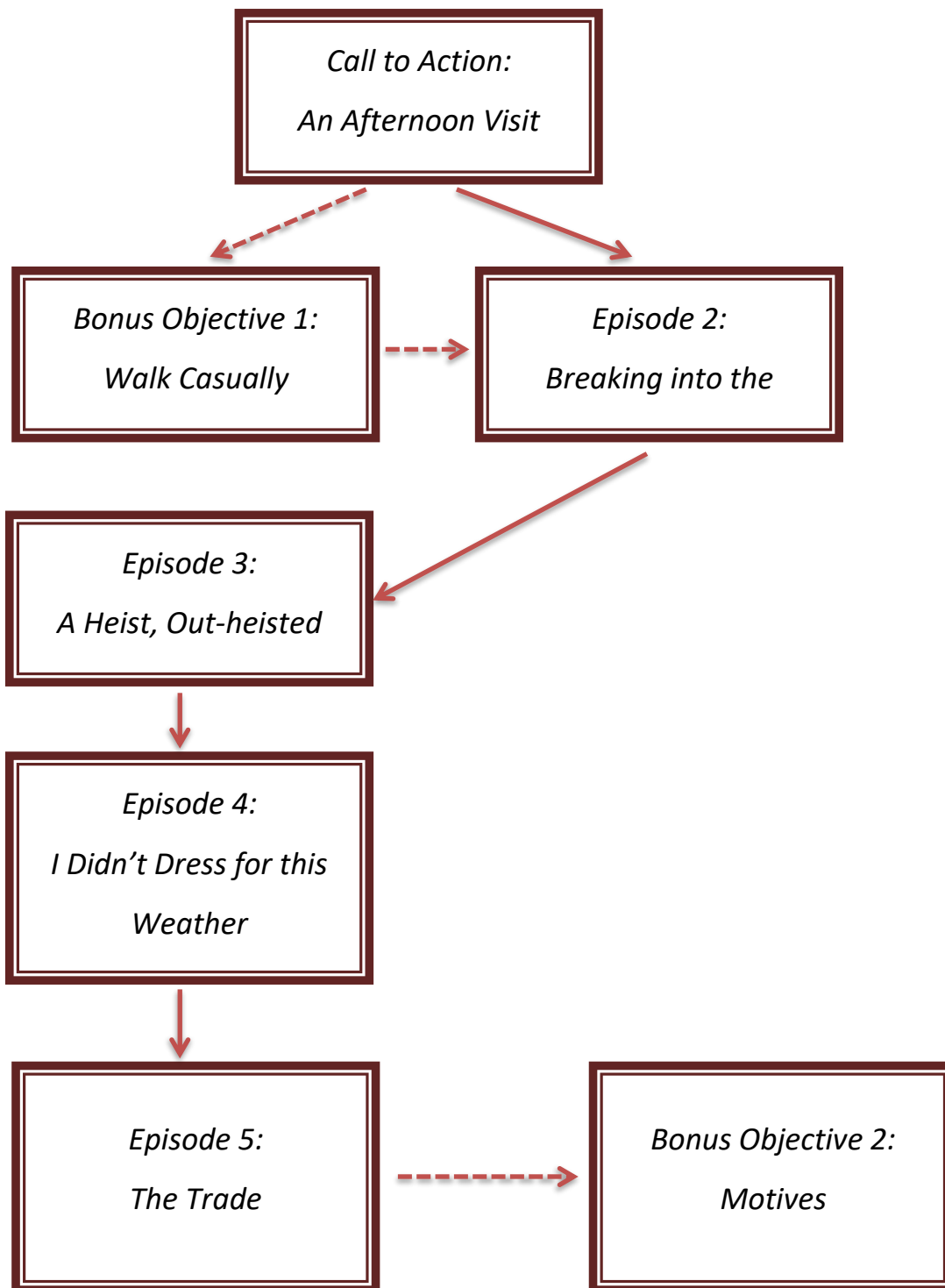
Riches Untold. Criminals and urchins may find the appeal of visiting one of the grandest treasure hordes anywhere – especially if they see an opportunity to profit. The Zhentarim in particular would love to get their hands on that kind of money, or even just get directions to the wealth for later operations.

Dungeon Master Tips

In each section, you will see a red sidebar with personal notes from me (the author) directly to you (the Dungeon Master). These sidebars offer considerations for DM'ing, conceptual considerations for the episode, and anecdotes from prior runs of this adventure. Feel free to utilize, expand upon, or ignore these tips to tell the story you and your players want. As long as everybody is having fun, you are doing it right!

Adventure Flowchart

This flowchart provides a basic understanding of not only the direction of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective. Solid arrows indicate the basic flow of the adventure, while dashed arrows indicate where Bonus Objectives can be most easily added into the general story.



Episode 1: An Afternoon Visit (Call to Action)

Estimated Duration: 20 minutes

Pillar(s) of Play: Social

The adventure begins with a visit to Malkyn's Emerald Tower. They are escorted through the structure, where they make audience with the archmage, the Governor Calypso, and Jeny Greenteeth and her coven. There, the characters are offered a big prize for retrieving a single coin from a dragon hoard – a reinstatement of the pact between Phlan and the fey of the Quivering Forest.

A Dungeon Master may decide to preface this section with one or more of the **Adventure Hooks** found in the **Adventure Primer**, or perhaps use hooks of their creation that are more closely tailored to the motivations of the characters.

Dungeon Master Tips – Call to Action

It was our experience when playing this adventure that the **Call to Action** can run a little long. The characters present have powerful personalities, along with long histories, their own motivations, and quirks that make the roleplaying fun. If this section runs long, you may wish to cut time from future sections. It is easiest to abbreviate **Episode 4** if time is critical, running fewer exploratory encounters (and scaling up the remaining encounters as appropriate).

After this introduction, you and your players should decide if you wish to continue directly to **Episode 2**, or flesh out the experience in Avernus by running the optional events of **Appendix 1** before beginning **Episode 2**. Know your time constraints, as well as player preferences, and I recommend asking for player feedback before making the ultimate decision.

Setting Information

The characters are taken to the Emerald Tower, home of the self-appointed Archmage of Phlan, a leprechaun known simply as Malkyn.

Lighting. The area is brightly lit by magical sunlight in the courtyard, or inside the tower numerous driftglobes shedding a soft light. When commanded in Sylvan, these driftglobes will follow the speaker, but only as far as the boundaries of the Emerald Tower. Iron is

conspicuously absent through the Tower, except in the weapons of Harpers performing drills.

Sensations. The warmth of a spring afternoon, the smell of fresh soda bread, butterflies fluttering lazily in a light breeze.

The Emerald Tower

A fixture outside of Phlan, the Emerald Tower reportedly appeared overnight. Its lord, Malkyn, is gnomish in appearance. Malkyn swears leprechaun ancestry loudly and speaks with a thick Irish brogue.

What many do not know is the Emerald Tower is a more-or-less permanent version of the spell *Mordenkainen's Magnificent Mansion*. That means not only is it bigger on the inside than on the outside, the Emerald Tower itself provides ample amenities (including Malkyn's favorite stout ale). Large interior courtyards are flooded with natural light, where soldiers drill most hours of the day. The tower itself features luxurious appointments in mahogany and marble, and far too much green upholstery to be tasteful.

The Emerald Tower was initially erected to be a military staging area and defensive bastion for Phlan, protecting the city from future invasions. Following the Red War and conquest of Mulmaster, Malkyn has seen the courtyards be "created," along with barracks for military forces. The magical nature of the Emerald Tower means these military service people are never short of space – and never in the public eye.

Call to Action

Swearing a fey oath to retrieve Agatha's soul coin is the **Call to Action**.

Malkyn's "Lounge"

Malkyn's lounge has more the feel of a library, and it serves as the meeting place for this episode.

Area Information

Malkyn is an awkward host, who mistakenly feels people are at more ease in a library on wooden benches than in a salon with comfortable furniture and snacks.

The lounge itself is of decent size, 30 ft. square with 15 ft ceilings. Light fills the room from a number of gently floating driftglobes.

There are more simple wooden seats pushed against a wall, which invisible servants will fetch at Malkyn's command for the adventurers. A flagon of ale will float in and pour itself for any characters wanting a drink.

A massive darkwood desk dominates the center of this room, while bookcases filled with tomes of every conceivable topic are jammed into wooden bookcases on all walls. You see four women in front of the desk. A tiefling woman wears a necklace identifying her as the governess of Phlan. The other three are elderly human women, wearing simple clothing and muttering quietly to one another. From the other side of the desk, you see only hands waving above the surface, but the thick accent accompanying the motion is distinctively Malkyn's.

Creature Information

The people filling the room are an assortment of characters. These include **MALKYN, CALYPSO**, and the coven of **JENY GREENTEETH, AGATHA BORDOCK**, and **MILDY MacDOGBREATH**.

The Coven. Jeny, Agatha, and Mildy are a coven of green hags that came to Calypso and Malkyn for aid. Jeny, the coven's erstwhile leader, divined Agatha's soul wasn't eradicated when Agatha ascended (descended?) to hagdom, instead becoming a soul coin. Jeny seeks to get that coin into her coven's possession. She requested an audience with Malkyn, the best adventurers he could find, and Calypso to make a deal.

Malkyn. The Archmage of Phlan, Malkyn is serving as intermediary between Jeny Greenteeth and the fiery governess Calypso. Feeling (rightly) a good deal of tension in the room, Malkyn's loud personality is almost booming. Malkyn is overjoyed to see the adventurers arrive, if only to finish negotiations and return peace to his life.

Calypso. When voted into leadership of Phlan, Calypso inherited a city in need of rebuilding both physical and emotional. Calypso believes a new fey pact will allow reconstruction to

continue uninterrupted, but she finds Jeny and her "sisters" unsavory company. Calypso will pay a hefty price to quality adventurers for the mission Jeny proposes, if only to give Phlan a fighting chance under a new fey pact.

Agatha and the Soul Coin

Agatha has lived an eventful life. Before ascending to hagdom and joining Jeny Greenteeth's coven following the events of "**DDAL-04-06 The Ghost**," she was Ixusasa Terrorson, wizard and marshall of the Cult of the Dragon's forces during the conquest of Phlan. As befits a member of the Cult, Ixusasa swore her soul to Tiamat. She believed (mistakenly) that becoming a hag would destroy her soul, providing both power and escape.

Instead, Ixusasa got her power and her escape, but her soul went to its rightful owner, Tiamat. There, her soul was forged into a soul coin, where it came to rest among the thousands of coins in Tiamat's treasure horde.

When Jeny discovered what had happened, she grew worried. The soul coin would have powerful sympathy with Ixusasa-now-Agatha, and through her Jeny's new coven. Fearing other players might attempt to control them, Jeny decided she must send adventurers to retrieve that soul coin – and she would pay nearly any price to get it. That is why she is in Phlan, offering a renegotiation of the fey pact that protected Phlan for centuries, in return for the coin's safe return.

Not that Jeny will be too forthcoming with all of this information. She will attempt to get the adventurers to accept a fey pact with her where they go to the lair of a dragon to retrieve one small trifle, a single coin, without immediately revealing the coin is a soul coin and the lair in question is Tiamat's, on the Plane of Avernus, in Hell. If asked why she wasn't more forthcoming, Jeny simply states she thought the adventurers would say "no" if they knew.

She is probably right.

Objectives

Jeny seeks to retrieve Agatha's soul coin, before somebody who knows what it is and what it can do obtains it. She has offered Calypso a newly negotiated fey pact, in the spirit of the older fey pact nullified by the Cult of the Dragon. This new pact would call the Fey of the Quivering Forest to defend Phlan if it were to fall under attack, and in return, the Quivering Forest again becomes off-limits for mortal visitors.

To do this, she asks the adventurers to swear their own fey pact. The adventurers must retrieve this coin from the dragon's horde and return it safely to the Emerald Tower for Jeny to retrieve. In return, she will agree to the new fey pact protecting Phlan with Calypso.

Once swearing to the pact, Jeny will reveal the nature of the coin and its current location, in Tiamat's treasure horde in Avernus. Malkyn will magically transport the characters there without haste, to a spot he approximates is near the entrance to Tiamat's prison.

Treasure

Jeny removes a purple wooden hairpin, with a jet head. She magically enlarges it, until it is the length of a human arm. Not only can this item serve as a magical javelin, it also is a potent scrying sensor. Jeny can gaze upon and communicate with the hairpin's wielder. Throughout the adventure, Jeny will frequently

talk through the hairpin, to motivate the adventurers and provide "helpful" tips. Dungeon Masters are encouraged to have fun with the banter a hag can provide.

The hairpin also acts as a divining rod. If held aloft, it will point the wielder to Agatha's soul coin if located on the same plane of existence. This tool will be vital for characters to succeed in their quest, and it can be retained at the end of the adventure.

Fey Pacts

A fey pact isn't just a promise, or even a contract. It is a spiritual binding similar to a geas, in which two parties agree to act in a certain manner. This bargain has metaphysical weight to it, which is discernable by those with magical sight.

It is said that to make and then break a fey pact results in misfortune or worse. If this isn't true, the fey themselves aren't talking.

Episode 2: Breaking into the Prison

Estimated Duration: 50 minutes

Pillar(s) of Play: Exploration, with the possibility of brief Social or Combat

The adventurers are transported across planes to the first layer of Hell, Avernus. Here, they find the spiritual analogue to the Well of Dragons – Tiamat’s Prison, where Asmodeus confined her and continues to confine her as she awaits trial. The adventurers must find their way through this maze of lava tubes to Tiamat’s chamber.

Dungeon Master Tips – Episode 2

Episode 2 is intended to tie the experience of “*Tyranny of Dragons*” into this adventure module. The episode location is intentionally reminiscent of the Well of Dragons, a volcano dormant in that adventure but still active in Hell. Some players will find this experience rewarding. For them, consider comparing both locations as you weave your tale, playing up aspects that change on Avernus.

It is possible for players to make their way directly through the lava tube to the events of **Episode 3**. If players seem to be taking this route, consider enticing their characters into side rooms with unusual sounds or odors, or hints of the potential for vast wealth.

Of course, if your players are anything like mine, tantalizing them won’t be necessary – no stone will be left unturned.

Setting Information

The players are deposited by Malkyn’s planar magic approximately one mile from the volcano serving as Tiamat’s prison. In the far distance, the volcano looms menacingly, smoke lazily wafting into the Avernus skies. What appears to be birds flying around the caldera are in fact numerous abishai, watching for interlopers to their queen’s terrain.

A lava tube breaks through to the surface, which is decorated with statuary befitting a goddess – a sure indicator for the adventurers beyond lies Tiamat’s lair and the soul coin they seek. A map for this episode is located in **Appendix 3**.

Lighting. The area above the surface is brightly lit by ambient red light and hellfire. The lava tubes themselves are dark, unless otherwise

noted in the area description or the characters bring their own light source.

Sensations. Unnatural quiet, the smell of animal spoor on cavern breezes, the feel of menace, raw divine power that causes goose bumps.

Call to Action, Story Objective, Etc.

Passing through the caverns to Tiamat’s lair beyond is **Story Objective A**.

Tiamat’s Prison

Tiamat has long been imprisoned on the first level of Hell, Avernus, by decree of **ASMODEUS** himself. In defiance of Asmodean will, Tiamat attempted a gutsy escape, commanding her Cult of the Dragon followers to summon her to the volcanic jail’s Prime Material counterpart, the Well of Dragons. A combined army of the Five Factions, giants, metallic dragons, the Red Wizards of Thay, and adventurers thwarted this plan.

Asmodeus doesn’t take such violations of his will lightly. In response, the Lord of Hell has decided a trial will be held and punishment levied, in due time. For what is a trial without a lengthy imprisonment beforehand, while devilish lawyers concoct all sorts of legal arguments to present during the trial of the millennia.

The Lava Tubes thus became a layer of security, to prevent another escape by the Mother of Dragons. It is this secured gate the adventurers must breach in **Episode 2**.

01. The Entrance

The entrance to a lava tube juts out from the ground, the rock around it weathered by the Avernus winds and sand. Flanking the entrance are magnificent statues of chromatic dragons, no less majestic for their age.

This is the first area all adventurers must pass through to reach Tiamat’s lair. There are features of note at the entrance.

Statues. The five statues at the entrance are twenty feet tall and sculpted of marbles. The

mineral veins in the marble are similar to the dragons the art represents – dragons red, white, blue, green, and black. The hardness of the marble holds up well to the blowing Avernus sands. Any of these statues would be priceless.

Infernal Writing. On the right side of the entrance, characters see writing in the Infernal script. It was painted with calligrapher's precision, using a tincture with silver fleck. Characters capable of understanding Infernal can read it.

Be forewarned. By Order of his most magnificent Asmodeus, Lord of the Nine Hells, this prison is off-limits for worshippers and congregants of the Queen of Dragons, Tiamat. Those breaking this edict are subject to punishment as befits the crime of unauthorized entry, and violation of Asmodean command.

Tracks. Characters making a successful DC 15 Wisdom (Survival) check find evidence of the following at the entrance.

- Numerous individuals have made their way in and out in the past, but very few have passed this location in the last day or two.
- There is evidence of wagons having also visited the site, but wagons have never continued into this lava tube.

Rangers and those using magic may learn the following information.

- Most footprints (hundreds of sets) resemble those of lizardmen, save they don't really appear until steps before the entrance. This might indicate the creatures fly to and from the location. Only one set of these prints is recent. (These prints belong to the numerous abishai that wait on their queen. The space within is too small for comfortable flight, so they proceed through these tunnels on foot.)
- There is also evidence of booted footprints, likely dozens of human or elves based on the size and weight distribution. None of these tracks are recent. (These were Cultists of the Dragon, as well as rogue Red Wizards, that worked to free Tiamat during the "**Tyranny of Dragons**" storyline.

- One recent set of tracks resembles those of a large hare, easily the size of a man. However, there is only a pair of footprints, not a set of four. (These footprints belong to the puka, Ambrose. Divination magics on these footprints do not operate, as he is always considered to be under the effect of the spell *nondetection*.)

02. A Dead End

The lava tube ends at a mass of rubble, undoubtedly deposited by a cave-in. The way forward is impassible, without time and extreme effort.

The path forward is blocked by a tunnel collapse. The area is still seismically active, so such cave-ins are common (and possible cause for concern among the characters). Other collapsed tunnels are visible on the map in **Appendix 3**.

03. The Way Forward

The lava tube narrows, unto a roughly cylindrical tunnel winding deeper into the earth. It is eerily quiet, and the taste of metal sits coldly upon your tongue.

The tunnel continues to show evidence of walking about, consistent with the information provided for Area 01.

Tracking. Winds and the relative lack of sand and sediment make tracking in this area difficult. The following can be discerned by continuing successful DC 17 Wisdom (Survival) checks.

- One set of lizardman prints, along with some booted footprints, makes its way into and out of Area 04. (An abishai stands sentry there.)
- There are some prints of seemingly large lizards leading to Area 05, although none are recent. (This is a pack of drakes, chained there and used for hunting parties.)
- There are humanoid prints leading into Areas 06, 07, 08, and 09, but none are recent. In addition, there is evidence of objects dragged into and out of Areas 06, 08, and 09. (The foot

traffic is from various cultists and Red Wizards. The dragging is of prisoners being hauled into cells – or bodies being removed from them.)

- Lizardman prints, along with the odd bipedal rabbit prints, continue deeper into the tunnel, exiting through Area 10.

04. The Guard House

This small rectangular room houses a rudimentary table pushed against the far wall, upon which is a book and a candle shedding acrid smoke. A preoccupied draconic creature with scales of onyx remained seated by the table, hunched over something and seemingly unaware of your presence.

Details on the contents of this room are below.

Area Information

The room has a number of features of interest.

Lighting. The room is dimly lit by candles, both on the desk and planted on the rock walls.

Sensations. The smell of cheap candles burning, heavy breathing.

The Ledger. This book has over a year of records of various visitors to Tiamat's prison, noted in various languages (most often Infernal and Common). While it may be interesting for certain characters to read or even keep the book, it provides no real benefit to the party.

Carving. The black abishai has managed to carve a rudimentary drake and has begun adding smaller details. The small sculpture may have value to the right buyer.

Creature Information

The **black abishai** sitting in the room is named **BALUSTRELYX**. She is artfully carving a stone with her claws, drawing her attention from guard duties. She has disadvantage on Wisdom (Perception) checks until startled into alertness.

Balustrelyx's chief responsibility is to meet with entrants to Tiamat's prison, taking their names, affiliations, and reasons for the visit into the ledger on the desk. This job was delegated to

her by Asmodeus himself and treats her work accordingly.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Balustrelyx isn't a difficult fight for a party of adventurers, particularly if they surprise her. Her difficulty is not adjusted based on party size or composition.

Exploration. Sneaky adventurers may decide to sneak past this guard post and not engage Balustrelyx at all – conserving time and resources for encounters later.

Social. Balustrelyx has a job to do, and she doesn't suspect the adventurers of any intention other than to visit Tiamat. Adventurers concocting a believable story and writing their names into the book can pass without Balustrelyx's interference.

Treasure

Players may choose to keep the book and sculpture. The DM may decide both may be kept as trinkets or assign them a gold piece value using campaign rules.

Balustrelyx also has the key to the padlock in Area 05.

05. The Kennel

This small room houses three crocodilian beasts, roughly the size of dwarves, confined in a kennel. When they notice you, the lizards begin to snarl and pace their cages.

The features of interest in this room include the following.

Area Information

The room contains a few items of interest.

Lighting. The room is dark, save light sources the characters brought with them.

Sensations. The reek of musk and spoor, the rustling of animals, the still air of confined spaces.

Cage. The barred cage is locked and takes up much of the room. Inside is a bed of straw, along with bowls for water and meat, and animal droppings not yet removed. The padlock requires a successful DC 15 Dexterity check made with thieves tools. Alternately, the lock can

be destroyed if it takes 15 hit points of damage (AC 15, immunity to poison and psychic damage), or popped open with a successful DC 20 Strength check.

Creature Information

The three **guard drakes** in this area are used for hunting parties, much as trained hounds. When not otherwise working, they are caged and cared for in this area.

The three guard drakes are well trained and will respond to proper devilish handling and commands. A successful DC 17 Wisdom (Animal Handling) check ensures they will not attack the characters, while a success at DC 22 means the drakes will accept command from the characters (Tieflings may make this check with advantage).

A failed check may result in a lack of control or even aggressive behavior, at the DM's discretion.

A stat block of guard drakes for players can be found in **Appendix 6**.

Treasure

The guard drakes in this area may be helpful later in this adventure, provided they are treated properly. However, they cannot be kept for Adventurers League play past this adventure.

06, 08, & 09. Cells

Now empty, these serviceable cells contain wall-mounted manacles suitable to creatures as small as halflings, or as large as pit fiends. The cells don't appear to have seen use for some time.

In the past, these cells would have held prisoners, captives, and even meals for Tiamat and her followers. Evidence of imprisonment and torture is present, but judging by dust alone, these jails haven't seen occupants for some time.

These three rooms have serviceable cages and manacles, but any padlocks for them are no longer present.

07. Sanctum

At one time, this room might have been a bustling research laboratory for a team of wizards. Their tools remain, unused and forgotten, as if the original occupants left in a hurry. A tunnel collapse in this room prevents you from continuing further.

The Red Wizards that resided here, cooperating with the Cult of the Dragon to transport Tiamat to the Material Plane, conducted their experiments in this area. The area beyond included their sleeping quarters, but now it is practically impossible to reach them.

Area Information

Features of interest in this area include the following.

Lighting. This area is dark except for light sources the characters bring with them.

Alchemist's Laboratory. One massive table, 5 ft by 15 ft, holds an extensive alchemical setup. Given time, this laboratory could be scrapped into two sets of alchemist's supplies.

Potion Brewing Station. A desk was used to create potions. The supplies in its drawers can be salvaged to create a herbalism kit, given time. The table also has two potions in the bottom left drawer, a potion of greater healing and a potion of diminution. Finally, a spellbook with notes scribbled in Thayan has fallen behind the desk.

Closet. A wardrobe contains three sets of serviceable robes, in red motifs.

Binding Circle. Only characters bringing light can make out the glittering of silvered paint, cleverly concealed on the stone floor. This 10 ft. circle is suitable for the summoning and binding of devils.

Treasure

The supplies listed above, including the alchemist's supplies, herbalism kit, potions, and robes, can be kept by characters with sufficient means to safely store and transport them.

The spellbook contains the spells prepared by a **mage**. See the **Monster Manual** for a list of these spells.

10. The Exit

The lava tube opens up, as a sulfurous breeze blows over you, burning your nostrils. Ahead of you, you see the ruddy radiance of lava, and the glittering of thousands of coins.

This is where the characters emerge from the lava tube into the massive caldera – the Lair of Tiamat. It is detailed further in Episode 4.

Episode 3: A Heist, Out-heisted

Estimated Duration: 50 minutes

Pillar(s) of Play: Combat and Exploration

The characters emerge from the lava tubes into the caldera of the volcano. Here, Tiamat lives in her lair which is simultaneously her prison. Fortunately for players, she is sleeping – for now.

There, upon beds of coin and precious gems, the characters spy Ambrose stealing the very coin they seek. The players must chase Ambrose, fighting off defenders of the horde, and giving chase to Ambrose while an awakened Tiamat lumbers after them.

Dungeon Master Tips – Episode 3

Of all the episodes in this adventure, Episode 3 was the highlight of every run. Few locations in Dungeons & Dragons are as iconic as a dragon's lair, filled with wealth unimagined. Few dragons are as storied as Tiamat also. This is an experience you should allow players to savor.

I recommend being very descriptive, evoking all senses. At no point in their adventuring careers (prior or future) will characters see this much raw material wealth, a testament to the greed of all dragons evil and good. A vivid description of the sleeping (and awakened) Tiamat should inspire awe and fear in the players. Go to town – you can't overdo this!

This adventure also moves through some of the more exciting forms of D&D action – combat and chases. I recommend familiarizing yourself with the Chase rules from Chapter 8 of the *"Dungeon Master's Guide"* before running this episode. I have summarized these rules in **Appendix 5** for your reference.

This section also has the biggest potential to go south for your players, quickly. Tiamat can easily overpower Tier 2 characters, felling the most powerful heroes in one or two hits. Create the sense of desperation in your players, but I recommend restraint if the players can't stay ahead of Tiamat during the chase.

In one run of this adventure, I had an angry Tiamat turn her attacks against her very own abishai guardians, whose incompetence allowed Ambrose and the adventurers to violate her sanctum. This kept the action and menace high, without putting the characters into immediate danger.

In the end, Ambrose flees the adventurers through a portal. Jeny opens a portal behind him, hopefully in time for characters to escape a rage-filled (if still groggy) goddess.

Setting Information

The following information describes the setting for this episode.

Lighting. Lighting throughout the area is dim, radiating from the magma in the room and the refraction of the light by the coins and other precious objects.

Dimensions. The room is roughly the shape of a pentagram, with ceilings that stretch between 140 and 200 feet in height. Numerous stalactites hang from the ceiling, offering abishai a place to perch if needed.

Sensations. Stifling heat, a warm breeze, the smell of sulfur burning your nostrils, the sounds of heavy breathing, the raw power of a god's malice making your skin crawl.

Story Objective

Escaping Tiamat's lair more or less alive is **Story Objective C**.

Tiamat's Humiliation

Asmodeus demanded Tiamat's imprisonment be as humiliating as possible, so he has exiled most of her followers. Asmodeus had noted devilish blacksmith Bel bind Tiamat with an enchanted silver leash bearing five collars, one for each head. This rune-carved device not only makes the Mother of Dragons slumber, its appearance makes Tiamat look like a chained mutt. The embarrassment is a key part of the punishment – and this magical leash may be the only reason why the adventurers can escape this heist alive.

Area Information

The room you emerge into spreads expansively in front of you. Once filled with magma, this caldera still houses a river of magma, lighting everything red and shedding a pale red glow along with a sulfurous stench. Coins are piled into heaps the size of hills, reflecting the ruddy light of the magma and looking more brilliant for it. You also hear loud snoring around a corner to your right – numerous snores. Simultaneous.

The cavern has a number of features that adventurers may find interesting. A Dungeon Master can find a map of this area in **Appendix 4**.

Entrance. The adventurers enter through the lava tube marked **01** on the map.

Magma River. The magma flow marked **02** on the map is wide and slow moving. Adventurers stepping on it won't sink, and it doesn't move fast enough to sweep characters more than 5 feet a round. However, characters stepping on it or starting their turn on it take 10d6 (35) points of fire damage, and footwear will also take this damage (likely destroying it). It is this magma river that also provides dim light throughout the caldera.

Coins. An unimaginable number of coins, along with weapons, armor, art objects, and more, lies in piles up to 20 feet high.

Fissure. There is a fissure in the sidewall in this spot of the caldera, marked **04**. This fissure is very well hidden (explaining why it hasn't been repaired yet), requiring a Passive Perception score of 15 to find if a character stands within 30 feet of it. Characters can also find the fissure with a successful DC 17 Wisdom (Perception) check.

This fissure is wide enough for a small sized character to enter without issue, or a medium sized character to enter with squeezing. Larger creatures need to break through into the wider lava tube beyond (AC 15, 35 hp, immunity to poison and psychic damage).

When the first player character enters the fissure, it instantly ends any combat and is converted into a chase sequence. See details about the chase phase below.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. This encounter will almost certainly begin with combat. A dungeon master should describe the actions of Tiamat as combat progresses, to create tension.

Exploration. A party of stealthy characters may be able to get the drop on Ambrose before he can flee. He will still be able to escape via portal as described in "The Chase," below, but there is far less risk of character injury and death if they act this way. This sort of roleplay should be rewarded.

Social. Never put it past characters to negotiate. Savvy characters may be able to trick the abishai into leaving them unharmed, but this will be a difficult task to accomplish.

Creature Information

A number of creatures are located in the area.

Ambrose. Ambrose, a puka **illusionist**, has already arrived and found the coin moments before the adventurers arrived. He wears the seeming of a yellow abishai (there is no such thing as a yellow abishai), which he drops when he discovers the characters have noticed him.

At the moment he is spotted, Ambrose drops his seeming and casts *darkness*. He then turns into a rabbit, and scampers through the wall, gaining initial distance from the characters when the change sequence begins. Ambrose stops concentrating on the *darkness* after 3 rounds.

Abishai. One black abishai and two white abishai are perched on outcropped rock formations, guarding against intruders. Suggested starting locations for these devils are marked on the map with a **X**. When they observe an intruder, they will roar (alerting the other abishai) and initiate an attack.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **black abishai**.
- **Weak:** Remove the **white abishai**.
- **Strong:** Add one **white abishai**.
- **Very Strong:** Add one **white abishai** and one **black abishai**.

Tiamat. The Mother of Dragons herself lays upon a mound of wealth, marked on a map as **03**. She slumbers, her five heads snoring in unison.

The silver collars Asmodeus crafted for her keep her magically sleeping much of the time. Until a loud noise is made (such as through a spell, or by the abishai roaring), Tiamat remains slumbering.

Due to the magical restraints, Tiamat's heads awaken one at a time instead of together. The red head awakens first, and as an action each round on 20, Tiamat's awakened heads wake another head. When all five heads are awake, Tiamat is conscious and enters initiative normally. She awakens angry and will chase and consume the characters, assuming (rightly or wrongly) the characters intend to steal her horde.

Tiamat cannot pursue characters until she rips her leash free from the floor near her (the collars and chain is magically enchanted and impossible for Tiamat to break). Pulling the leash free from the rock requires a successful DC 28 Strength check.

If Tiamat pursues characters during the chase sequence, she will need to use an action to burst through the fissured wall. She is also incapable of flight in the confines of the lava tube, a small measure of comfort to the characters fleeing her.

How to Use Tiamat

As you are likely well aware, Tiamat is a creature out of the league of all except the most powerful adventurers. She exists in this fight as less of a "monster to be defeated" and more as a "very loud timer creating a strong sense of urgency."

Dungeon Masters shouldn't use Tiamat to create a TPK. Tiamat will not use breath weapons, but instead incapacitate them for future questioning.

Of course, DM's shouldn't tell the players this. Let them sweat.

The Chase

Once the first character steps through the fissure to pursue Ambrose, it begins a chase sequence. For information on how to run chase sequences, reference Chapter 8 of the *Dungeon Masters Guide*, and the quick reference in **Appendix 5** of this adventure.

Initial starting positions for this chase are determined by a few factors.

- For every round Ambrose has been in the lava tube without being pursued, he gains 30 feet in the chase.
- When the first character steps into the fissure, the chase is initiated.
- Other characters are put behind the first character through the fissure, at a distance of how far they were away from the fissure at the time the chase begins.

The chase ends when the Ambrose is caught up to, or after 10 rounds. At this point, Ambrose conjures a portal and steps through into Stygia. The players can then step through the portal themselves, beginning **Episode 4**.

Of course, the chase also ends if Tiamat catches up to the characters, but in a very different way. The portal to Stygia is quickly closed by Ambrose, stranding the characters in the tunnel. Jeny requests Malkyn plane shift surviving characters back to the Emerald Tower, but this takes three rounds. Three very long rounds. The adventure ends after retrieval with failure.

Treasure

Characters may decide to pocket and keep gold, gems, and more that they steal from the treasure horde of the goddess of evil dragons. That much treasure is hard to resist. The Dungeon Master should use campaign guidance in determining how money wealth the players retrieve in this time.

The Dangers of Theft

As mentioned in "*Baldur's Gate: Descent into Avernus*," Tiamat is supernaturally aware of her wealth. She is capable of unerringly tracking the wealth herself, and granting her followers the same ability. As a paragon of dragonkind, she will not accept the sleight of theft.

Characters deciding to steal from Tiamat's horde, even as little as one coin, should not be discouraged from doing so. However, this act may have repercussions in future stories, as DM's see fit.

Episode 4: I Didn't Dress for this Weather

Estimated Duration: 1 hour

Pillar(s) of Play: Exploration, with opportunities for Social and Combat

The characters emerge onto a snowy field of snow, the fifth layer of Hell called Stygia. Using Jeny's hairpin, the players can track the coin unerringly. If they navigate the dangers of the icy realm well, the players might even catch Ambrose before he can complete his drop with Ambrose's yet-unrevealed employer.

Dungeon Master Tips – Episode 4

This can be a fun interlude for your players. Conceptually, it was meant to keep the tension high for an hour of real time, between fleeing Tiamat and finally catching Ambrose. The seeming randomness of the encounters here not only give players a sense of what an adventure on Stygia can be, taken together one gets a sense of just how big a jerk Ambrose is. The encounters highlight how Ambrose ruined one frost giant's day completely, in just about every way possible.

This is also the most flexible area of the adventure. If you are DM'ing on a schedule, it is easy to add or remove encounters from this section. In severe cases, a DM can even reduce the section to a series of checks, but I recommend not doing that. Doing so might destroy the tension you seek to build, and create a finale that is far less than exciting. Your mileage may vary.

Setting Information

A barren, frozen wasteland stretches for miles in front of you. The ground is made of snow and ice, blown into dunes by frigid winds. They call this place Stygia, the fifth layer of Hell.

The trek across Stygia is a difficult one. Characters will have to brave numerous threats, among them the climate, native creatures, and all the chaos that a vengeful fey trickster can muster.

Lighting. The ambient light of Stygia is bright, to the point of snow-blindness. Characters without special eye protection suffer disadvantage on all Perception checks related to sight.

Dimensions. Assume that most locations are wide open, with occasional icy crags and piles of

snow. Patches of slick ice and deep snow make much of the terrain difficult.

Temperature. Stygia is bitterly cold. Characters without resistance to cold or cold weather gear will need to make Constitution saving throws (DC 15) or take a level of exhaustion. Characters must attempt a saving throw each time the following occurs.

- Each time a Wisdom (Survival) check is made to track Ambrose, successful or not.
- Each time the characters attempt a short rest. Long rests are not possible short of magic due to weather conditions.

Story Objective

Catching up to Ambrose before he can pass off the soul coin is **Story Objective C**.

Cross Country Chasing

Dungeon Masters are encouraged to use the following guidance when running this episode. The episode is a sequence of three skill checks, with two random encounters between them.

- 1 First tracking check
- 2 Random encounter #1
- 3 Second tracking check
- 4 Random encounter #2
- 5 Final tracking check

Tracking

During each tracking phase, the characters must attempt a group Wisdom (Survival) check. The DC is based on how well the party did during the chase sequence in Episode 3.

- The DC for these checks is 15 if the players did not catch up to Ambrose.
- The DC for these checks is 12 if the players did catch up to Ambrose.
- Divination magics are useless in aiding these checks due to Ambrose's perpetual *nondetection* effect

- More successes will help the players during the final encounter in **Episode 5**.

Random Encounters

A number of random encounters are listed below for DM use during the episode. Dungeon Masters may choose to roll for encounters randomly, or they may choose the encounters their players will enjoy the most. DM's should also consider any time constraints, opting for social encounters if time is short.

d6	Result
1	Abishai Attack (Combat)
2	Garielta (Social)
3	Sky Meat (Exploration/Combat)
4	Hunting Party (Combat/Social)
5	A Fishy Cave (Exploration)
6	Cultist Parlay (Social/Combat)

Abishai Attack

A group of two **white abishai** swoop in, looking for the interlopers to Tiamat's lair. Wouldn't you know it, but the adventurers fit the description.

Garielta

GARIELTA (see Chapter 1 in "Pipyap's Guide to the Nine Hells") is making regular rounds when she spots the characters. She stops to interrogate them on their purpose for being in Stygia.

Arousing the suspicion of the **erinyes** may result in a fine being levied, of a soul coin or another item of value (such as a magic item of uncommon quality or greater). Payment received or not, Garielta will still file a report on the encounter when she returns to Tantlin unless offered a second one.

An Erinyes?

For all except the most powerful Tier 2 parties, an erinyes is a deadly encounter. Dungeon Masters should remind players of this if the players seem to favor combat.

Sky Meat

Ambrose is a cunning trickster, if not a little sadistic. He magically teleports them a gift from across the expanse.

Characters hear a popping noise above their heads. Moments later, the recently killed corpse of a mammoth falls on top of them. They must make a DC 15 Dexterity saving throw or be knock prone and restrained under the body, taking 4d6 (14) points of bludgeoning damage in the process. Characters will continue to take this damage until freed using a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. Characters not pinned by the body may assist other characters with this check.

The more frightening event is what happens only a minute later. A **young remorhaz** erupts from the ice to take the mammoth as a meal. Characters that are away from the body and don't intimidate or fight the creature are safe from attack.

Hunting Party

This encounter is best ran after the Sky Meat encounter, as it expands upon the cruelty of Ambrose's trick.

The characters come upon a giant camp, vacant. A few rounds later, a **frost giant** named Helmund with his three trained **winter wolves** attack.

In the Giant tongue, the frost giant laments how the characters attacked and slew his prize pet – a mammoth. It turns out Ambrose used a seeming spell to approach the giant camp. Then, Ambrose magically restrained the giant as he slew and teleported off the giant's pet mammoth. Characters who understand Giant and can de-escalate the situation may earn Helmund's help, in the form of rations, information, or even two potions of cold resistance. Helmund refuses to assist in the fight to come, as he needs to take the results of his hunt home for his family.

A Fishy Cave

The characters take brief shelter in an icy cave. Inside, they find strange writing on the walls, most likely in dried blood. Characters capable of deciphering Sahuagin find they are in a religious shrine to Sekolah, the Sahuagin shark god. The shrine speaks to the holiness of being so close to Sekolah's divine presence. A hole in the floor of the cave, shored up with stone, gazes down upon

murky water. Is something swimming down there? Something large?

Indeed, something very large is swimming down there. Characters inclined to swim in the water should be encouraged not to, on pain of losing their character. Characters that swim anyway are removed from play, as the god Sekolah eats them.

Cultist Parlay

A group of three human **cult fanatics** approach the characters. Barnice, Melchior, and Franch have been searching for lost treasure, stolen by thieves. While their best leads put the treasure in Baldur's Gate, the cultists have recently received a feeling that some of the treasure has made its way to Stygia. (Indeed, one piece of it has.) Characters may parlay into gaining the assistance of these cultists, or simply best them in combat and be done with it.

If the characters stole any of Tiamat's horde, the cultists are aware of this and will try to regain it by any means necessary.

Determining Results

Players receive points for their performance up to this point, which should be calculated before continuing to the Episode 5. These points are gained as follows.

- +2 points for catching up to Ambrose during the chase in **Episode 3**.
- +1 point for each successful group tracking check in **Episode 4**.
- +1 point for each random encounter that provides helpful information to finding Ambrose.
- +1 point for getting the aid of Helmund or the Cult of the Dragon party.
- -1 point for each short rest taken in **Episode 4**.
- -2 points if any character has 2 levels of exhaustion or more.

Episode 5: The Trade

Estimated Duration: 50 minutes

Pillar(s) of Play: Combat, with minor Social aspects

After encounters and mishaps, the characters come upon the drop. The employer is revealed to be Levistus himself, acting through a night hag agent. The players must get the coin before the hag can complete the agreement and flee with the coin.

Dungeon Master Tips – Episode 5

Conceptually, this episode performs two essential tasks. First, the players are provided the master plan of Levistus, clearing any confusion your players harbor. Secondly, the catharsis of beating on Ambrose and a small horde of devils provides the dramatic release of tension you have been cultivating for hours. Have fun, and allow your players to be heroes!

Pinning down and defeating either a night hag or a fey illusionist is no easy task. Seek any opportunity for Ambrose to escape, with or without the coin – especially if you intend to run the Bonus Encounter in **Appendix 2**. You may decide to have the night hag also make her escape, if only to menace the characters in later adventures.

Setting Information

The Stygian landscape becomes all-the-more dangerous. As the characters come upon the spot where Ambrose is meeting with Auntie Chatterknees, Levistus himself creates a blizzard to hamper the adventurers.

Lighting. The ambient light of Stygia is bright, to the point of snow-blindness. However, when Levistus sends the blizzard, the area is treated as heavily obscured.

Winds. The wind and blowing snow, plus the difficulty in seeing, means all terrain is treated as difficult. In addition, ranged weapon attacks are effective only to 30 feet.

Temperature. Stygia is bitterly cold, and the blizzard only amplifies this lethal temperature. Each round of combat, characters without resistance to cold or cold weather gear will need to make Constitution saving throws (DC 15). Failure means the character takes 5 points of damage, while a failure of 5 or more also gives a level of exhaustion. A successful saving throw

halves the damage and does not give a level of exhaustion.

Call to Action, Story Objective, Etc.

Retrieving the soul coin from Ambrose or Auntie Chatterknees is **Story Objective 4**.

Getting the Drop on Ambrose

Depending on party success in **Episodes 3 and 4**, the adventurers might have a leg up on Ambrose and his devilish benefactors during this episode. Compare the point total taken at the end of Episode 4 to the following chart and provide the benefits listed.

# of Points	Effect
0 or less	Auntie Chatterknees already has possession of the soul coin, fulfilling Ambrose's bargain.
1-3	Ambrose has the coin. The blizzard begins after 1 round.
4-5	Ambrose has the coin, and the characters get a surprise round. The blizzard begins after 2 rounds.
6 or more	Ambrose has the coin, the characters get a surprise round, and the blizzard does not begin for 3 rounds.

Creature Information

The following creatures are arrayed against the characters.

Ambrose. Ambrose, the puka **illusionist**, is here ready to make the trade of the soul coin for increased power. When engaged, he shows little desire for combat. He will harry the adventurers however possible with his illusion magic, but he will make his escape if he sees an opportunity – casting *plane shift* or creating a *hallucinatory terrain* more to his liking inside a nearby cave.

Auntie Chatterknees and Gang. Auntie Chatterknees, a **night hag**, has brought her band of a **barbed devil** and two **bearded devils** to the trade. These creatures will leap to her defense when the characters intrude upon Auntie's meeting.

While her help will fight to their death for Auntie Chatterknees, Auntie is not willing to do

the same. If the fight begins going badly, she will plane shift per the night hag ability to the Ethereal Plane – self-preservation is a stronger driving force for Auntie Chatterknees than pleasing Levistus.

Auntie Chatterknees has a small conscience but a big mouth. She will intersperse details of the master plan throughout the combat. Savvy players who want to know more may extend the length of the combat (at some risk) to learn more.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **barbed devil** and one **bearded devil**.

- **Weak:** Remove the **barbed devil**.
- **Strong:** Add one **night hag**.
- **Very Strong:** Add two **night hags**, and make them a coven. Remove the **barbed devil**.

Treasure

Auntie Chatterknees has a number of helpful spell components of questionable sourcing on her person, many of which would fetch a good price. She also possesses a heartstone, a hag eye, and a soul bag (see the description of a night hag in the *Monster Manual* for more information on these items), items which Jeny Greenteeth covets.

Conclusion

Duration: 10 minutes

Pillar of Play: Social

Upon regaining the soul coin, Malkyn promptly banishes the adventurers, returning them to the Emerald Tower. Only Malkyn and Jeny Greenteeth are present at the tower when the heroes return.

Malkyn. The Archmage of Phlan looks overjoyed at the safe return of the characters, particularly if they have retrieved the soul coin. He says he will personally see to Calypso sending them a hero's salary for their role in helping the city, within no more than a tenday. He also offers them a keg of his special brown stout as a token of his appreciation.

Jeny Greenteeth. Jeny Greenteeth is eager to see and take possession of the soul coin. Jeny promises a fey pact to the characters she will

uphold her end of the bargain and renegotiate a new defense alliance with the City of Phlan.

If any of the players mention they have taken the heartstone, hag eye, and soul bag, Jeny perks up. She offers to enchant the hag eye for the adventurers, using magic she uncovered in Barovia, in exchange for the soul bag and heartstone. Jeny insists the soul bag and heartstone are "useless for mortals anyway." If the characters agree, Jeny turns the hag eye into an Emerald Eye, detailed in the **Rewards** section.

Levistus. Levistus is infuriated the adventurers foiled his plot to exert great influence in the Moonsea Region. The characters gain the story award, **Banned: Stygia**. He may also send his agents to act against the characters in the future.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Dungeon Master Tips – Rewards

Not all rewards are as tangible as experience points, gold, and magic items. Your players might find it more rewarding if you as the DM ad lib a conclusion, considering character actions and how well they succeeded (or failed) during the course of the adventure. You may wish to leave a little time at the end of the adventure to provide this for your players.

Consider including the key NPC's from the Call to Action. Malkyn, Calypso, and Jeny (with or without coven) are all suitable for this interaction. You may wish to highlight the NPC players seem to like the most, to create a memorable finish to an epic romp through Hell.

Character Rewards

The characters earn the following rewards for completing this adventure during Adventurers League play:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for

this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 7**:

- *Jeny's Hairpin (Javelin of Warning)*
- *Emerald Eye (Ersatz Eye)*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae and Locations

The following NPCs and places feature prominently in this adventure.

Agatha Bordock (A-guh-thuh BOR-dok). A green hag completing a coven with Jeny Greenteeth, she has a past she wishes to keep hidden – lest she be sought out by the Cult of the Dragon for destruction.

- **What She Wants:** Agatha seeks increased magical power, but she feels she is outrunning her past. If she can outlast those that remember her, perhaps she can settle into an eternity of wizardry and greed.
- **New Girl in Town:** Agatha isn't weak by any stretch of the imagination, but she is the youngest and least experienced member of her coven. She is very unlikely to speak unless she is alone with others.

Ambrose (AM-bros). A skilled illusionist by his own right, Ambrose is a fey animal spirit known as a puka. He has rabbit-like ears, rear legs, and a tale, plus the ability to turn into a rabbit, avoid magical detection, and traps do not work on him. In other words, he has the makings of an impeccable thief.

- **What He Wants:** Ambrose is a spiteful unseelie fey. His work was recently foiled by Jeny Greenteeth and adventurers in her employ, and Ambrose sees this job as a way not only to stick it to Jeny, but to gain magical power to hurt adventurers wherever he encounters them.
- **Cruel Prankster:** All puka feel the urge to prank others, but Ambrose is driven to pull only the meanest of tricks. Ambrose's tricks often cause suffering and death, which gives him glee.

Asmodeus (az-MOH-dee-uss). The Lord of Hell, Asmodeus is the top of the devil's chain of command. He rules the Nine Hells with an iron fist and a fair amount of manipulation. His will is reality in Hell, and for many of his followers across the planes of existence.

- **What He Wants:** Asmodeus seeks power and control more than anything. He will force his will upon any creature or force that will not subject themselves to him.

- **Definition of Tyrant.** Combine a cruel leader's desire to control others with a godling's ability to rewrite reality, and you get Asmodeus. There are still cosmic rules he is required to follow, but all else shall bend to Asmodeus's will.

Auntie Chatterknees (AUN-tee CHA-tuhr-neeZ).

A night hag in alliance with Levistus, she is his most frequent agent when dealing with fey forces due to her fey nature. She commissioned Ambrose to steal the soul coin from Tiamat's horde.

- **What She Wants:** Auntie is tempted by power, but she is just as likely to act out of malice alone. She has been promised a magical fortune by Levistus if she can retrieve the soul coin for him.
- **Chatterbox.** Auntie finds it hard to keep a secret, and she will tell her entire plan if you keep her talking long enough.

Avernus (UH-vuhr-nuss). The first layer of Hell, Avernus is ruled by Zariel. As the first place all visitors in Hell visit, it is often the most violent in terms of invasions by angels and demons.

Balustrelyx (bal-loo-STRELL-iks). A black abishai in service to Tiamat, she was conscripted by Asmodeus to serve as the keeper of the ledger detailing all visitors to Tiamat's temple. Given how Asmodeus treats those that fail him, Balustrelyx approaches this task with utter seriousness.

- **What She Wants:** Balustrelyx wishes only to gather power, treasure, and food as do many abishai. However, she feels her existence threatened if she doesn't do her duty first.
- **An Artist's Soul:** Balustrelyx has the desire to create, for reasons that oddly aren't devilish. She creates small sculptures, carving them from solid rock with her fiendish claws.

Calypso (kuh-LIP-so). A former adventurer of tiefling extraction, Calypso left all of that behind to assist in the rebuilding efforts of Phlan. While she willingly gave up adventuring to help her

home, and despite being a skilled leader and politician, Calypso feels leadership to be like a tight pair of leather trousers in need of tailoring.

- **What She Wants:** Besides a little more freedom and a glass of wine, Calypso wants what is best for her City of Phlan. She feels a renewed fey pact is a necessary step in this reconstruction.
- **Two Steps Ahead:** Calypso is politically the smartest person in the room. She knows just the right thing to say to stir passion and get a response, and she isn't above manipulation to get what she feels is best for everybody.

Cult of the Dragon. This cult is active across the entirety of Faerun. They seek power through alliances with chromatic dragons, as well as the creation of undead dragons. A splinter faction worked to summon Tiamat to the Material Plane during the events of “*Tyranny of Dragons.*”

Emerald Tower. Malkyn magically constructed this defensive structure just outside of Phlan's (damaged) walls. Resembling a marble tower veined with green minerals, it is much larger on the inside through magics similar to *Mordenkainen's Magnificent Mansion*. It features several “outdoor” courtyards for training, barracks for soldiery, gardens and kitchens, a livestock bark, brewhouse, and an ornate home for Malkyn staffed by unseen servants.

Garielta (*gerr-YEL-tuh*). Garielta is an erinyes in service to Levistus. She punishes legal infractions on his plane, as small as flying too fast or making inappropriate eye contact, to as large as murder or genocide.

- **What She Wants:** While Garielta may seem like the law is her driving motivation, she actually is more motivated by the feeling she gets when she oppresses another.
- **Greed:** Garielta desires material comforts, and her work allows her to meet her expensive desires.

Hell (or the Nine Hells). An outer plane governed by the primal universal forces of Law and Evil, Hell is ruled by the godlike Asmodeus, with the assistance of his eight dukes. Each of the nine govern one subplane of the Hells,

marshalling armies and directing plots against others (and themselves).

Ixusasa Terrorsong (*ik-soo-SAH-sah*). A half-elven Wearer of Purple among the Cult of the Dragon, this woman shed the mortal coil to become a green hag in a coven with Jeny Greenteeth. She is now known as **AGATHA BORDOCK**.

Jeny Greenteeth (*JEH-nee*). An ancient green hag, Jeny Greenteeth has proven a force for stability in the vicinity of Phlan. She seeks to increase and consolidate her power, to what ends she won't reveal.

- **What She Wants:** Jeny seeks to build and consolidate her power. The existence of the soul coin could threaten years of effort, and she is desperate to retrieve it – willing to pay almost any price.
- **Malice Embodied:** As a powerful and influential fey of the Unseelie Court, Jeny is a primal force of malice, wrath, and cruelty. However, she has almost perfected feigned kindness and restraint, to achieve her goals.

Levistus (*leh-VIH-stuss*). The Lord of the Fifth Layer of Hell, Stygia, Levistus has long been encased in solid ice for some slight against Asmodeus. From his icy prison, Levistus weaves Machiavellian plots for power and influence, in Hell and beyond. Ultimately, he wishes to gain control in the guise of providing safety.

- **What He Wants:** Levistus, like many other devils, is motivated by power. He views control of Jeny Greenteeth and her coven as the best way for him to exert influence in the Moonsea Region.
- **Plotting Spider:** Levistus is patient, manipulative, and strategically minded. He weaves a web of intrigue, and when you finally know he is involved, it is too late.

Malkyn (*MAL-kin*). The self-appointed Archmage of Phlan, Malkyn reports himself to be a fey known as a leprechaun. Overnight, he magically constructed the Emerald Tower, from which he trains military forces for the defense of Phlan and the liberation of Mulmaster.

- **What He Wants:** Malkyn is a hedonistic creature, who finds he is plagued by high moral character. He seeks to defend Phlan and (unwittingly) is offering his expertise in all things fey to help renegotiate the defense pact between Phlan and the fey of the Quivering Forest.
- **Did Somebody Say Good Time:** Malkyn wants nothing more than to curl up with a good book and a better ale. Or maybe to carouse in a wild party, with a better ale. Ale.

Mildy MacDogbreath (MILL-dee mak-DOG-breth). The member of Jeny's coven with the most mysterious past, Mildy specializes in toxins and the manipulation of insects. She is never without her precious millipedes, which at times can be seen crawling about in her clothing.

- **What She Wants:** Mildy seeks to expand her knowledge of toxins (both natural and magical). She sees cooperation with Jeny as a way to achieve these goals.
- **Creepy.** More than the other hags in her coven, Mildy is just... wrong. She laughs at inappropriate times, cuddles with terrifying insects, and fouls her food before she devours it with gusto.

Phlan, City of (FLAN). A city of significant size on the coast of the Moonsea in central Faerun, Phlan has experienced recent invasion by the Cult of the Dragon, and then by the Church of Bane. It is currently rebuilding from these struggles under the leadership of Calypso, a rebuilding that would be eased by a renewed defensive pact with the fey of the Quivering Forest.

Quivering Forest. An ancient wood to the northeast of the City of Phlan, this area was ruled off-limits to mortals per a defense pact with Phlan. The woods house a dark magic cultivated for centuries by unseelie fey including Jeny Greenteeth. It is famous for the wood elves that

live deep within it, as well as for the purple wood harvested within it.

Red Wizards of Thay (THAE). The leaders of a repressive magocracy in the nation of Thay, located far to the northeast of Faerun. They are obsessed with magic power and control more than anything, and they are known for their mastery of necromancy, and for enslaving or killing those that aren't human wizards. A splinter group of Red Wizards of Thay cooperated with members of the Cult of the Dragon in their plan to summon Tiamat, while they were opposed by others in their order.

Stygia (STIH-juh). The Fifth Level of Hell, Stygia is a frozen wasteland with cold threats on every horizon. Levistus rules this plane from a prison of ice, manipulating compliance in the guise of safety.

Tiamat (TEE-uh-maht). Tiamat is one of the two primary dragon gods, and the matron of evil chromatic dragons. She lives in Avernus, where she has been imprisoned by Asmodeus for some time. Her cult has seen an uptick in activity recently, with a foiled plot to free her from bondage, and efforts to retrieve gold stolen from her horde.

- **What She Wants:** Tiamat is a creature of pure draconic rage. She seeks an escape from her prison, and to accumulate as much wealth and worship as possible.
- **Goddess of Greed:** What Tiamat has is never enough for her. Anything she desires, she takes. Her methods are most often heavy-handed and cruel.

Well of Dragons. A dormant volcano in Faerun, this place is a spiritual reflection of Tiamat's prison in Avernus. This is why this place was chosen as the ritual site to summon Tiamat onto the Material Plane.

Creature Statistics

Barbed Devil

Medium fiend (devil), lawful evil

Armor Class 15 (Natural Armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws STR +6, CON +7, WIS +5, CHA +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 18

Languages Infernal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

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

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

Actions

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Bearded Devil

Medium fiend (devil), lawful evil

Armor Class 13 (Natural Armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws STR +5, CON +4, WIS +2

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Infernal, Telepathy 120 ft.

Challenge 3 (700 XP)

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

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Black Abishai

Medium fiend (devil), lawful evil

Armor Class 15 (Natural)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	16 (+3)	11 (+0)

Saving Throws DEX +6, WIS +6

Skills Perception +6, Stealth +6

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Acid, Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 16

Languages Draconic, Infernal telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

Magic Weapons. The abishai's weapon attacks are magical.

Shadow Stealth. While in dim light or darkness, the abishai can take the Hide action as a bonus action.

Actions

Multiattack. The abishai makes three attacks: two with its scimitar and one with its bite.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 9 (2d8) acid damage.

Creeping Darkness (Recharge 6). The abishai casts darkness at a point within 120 feet of it, requiring no components. Wisdom is its spellcasting ability for this spell. While the spell persists, the abishai can move the area of darkness up to 60 feet as a bonus action.

Conjurer

Medium humanoid (any race), any alignment

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 Arcana +6, History +6

Senses Passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

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

Cantrips (at will): *acid splash, mage hand, poison spray, prestidigitation*

1st level (4 slots): *mage armor, magic missile, unseen servant**

2nd level (3 slots): *cloud of daggers, * misty step, * web**

3rd level (3 slots): *fireball, stinking cloud**

4th level (3 slots): *Evard's black tentacles, * stoneskin*

5th level (2 slots): *cloudkill, * conjure elemental**

*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Stat Block Heading

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.

Stat Block Modifications – Winged Aasimar

As a subspecies of aasimar, the conjurer in this adventure has the following modifications:

- Darkvision 60 ft
- Resistance to radiant and necrotic damage
- As an action, they can touch a creature and return a number of hit points equal to their hit dice.
- They know the *light* cantrip.
- They gain a fly speed equal to their walking speed.

Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (Leather Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Stat Block Heading

Multiattack. The fanatic makes two melee attacks.

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

Stat Block Modifications – Cult Fanatic

As a gift from Tiamat, the cult fanatics in this adventure has the following modifications:

- A cult fanatic can sense the presence of an item from Tiamat's horde on the same plane as them, within 1,000 feet. This is a magical ability.

Erinyes

Medium fiend (devil), lawful evil

Armor Class 18 (Plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws DEX +7, CON +8, WIS +6, CHA +8

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 12 (8,400 XP)

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

Actions

Multiattack. The erinyes makes three attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

Reactions

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

Fomorian

Huge giant, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +8, Stealth +3

Senses Darkvision 120 ft., Passive Perception 18

Languages Giant, Undercommon

Challenge 8 (3,900 XP)

Actions

Multiattack. The fomorian attacks twice with its greatclub or makes one greatclub attack and uses Evil Eye once.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Frost Giant

Huge giant, neutral evil

Armor Class 15 (Patchwork Armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws CON +8, WIS +3, CHA +4

Skills Athletics +9, Perception +3

Damage Immunities Cold

Senses Passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (Studded Leather, Shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws STR +7, DEX +5, CON +6

Skills Athletics +10, Intimidation +5

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Stat Block Modifications – Winged Aasimar

As a subspecies of aasimar, the gladiators in this adventure have the following modifications:

- Darkvision 60 ft
- Resistance to radiant and necrotic damage
- As an action, they can touch a creature and return a number of hit points equal to their hit dice.
- They know the *light* cantrip.
- They gain a fly speed equal to their walking speed.

Guard Drake

Medium dragon, unaligned

Armor Class 14 (Natural Armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Draconic (understands but can't speak)

Challenge 2 (450 XP)

Actions

Multiattack. The guard drake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Illusionist

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws INT +5, WIS +2

Skills Arcana +5, History +5

Senses Passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*, * *disguise self*, * *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*, * *mirror image*, * *phantasmal force**

3rd level (3 slots): *major image*, * *phantom steed**

4th level (1 slot): *phantasmal killer**

*Illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Stat Block Modifications - Puka

Ambrose is a puka, an animal spirit fey. As a particularly powerful version of a puka, Ambrose has the following modifications (originally listed in “*DES-01-05 The Die is Cast*”):

- The creature’s type becomes fey (puka) while losing the humanoid type.
- A puka adds Sylvan to their languages spoken.
- A puka has the magical ability to polymorph into a typical creature with which it shares its affinity (see above), similar to the spell true polymorph. Unlike with the spell, a puka that is reduced to 0 hit points in this form dies, without reverting to its true form.

As many powerful fey also possess additional powers, Ambrose has a few additional and potent abilities unique to him. These include:

- Ambrose and those he commands are considered under the effects of the *nondetection* spell. This ability cannot be dismissed at will, and it is considered innate and magical.
- Ambrose and those he commands are incapable of triggering a trap. The trap either doesn’t affect them, or the trap breaks instead of triggering. This ability is considered innate and magical.

Night Hag

Medium fiend, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Charmed

Senses Darkvision 120 ft., Passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift (self only)*, *ray of enfeeblement*, *sleep*

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

Actions

Claws. (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point

maximum lasts until removed by the greater restoration spell or similar magic.

Stat Block Modifications – Hag Coven

When three hags work together in unison, they gain additional magical abilities. Any time three hags are presented together in this adventure as a coven, they have the following modifications:

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- 1st level (4 slots): *identify*, *ray of sickness*
- 2nd level (3 slots): *hold person*, *locate object*
- 3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*
- 4th level (3 slots): *phantasmal killer*, *polymorph*
- 5th level (2 slots): *contact other plane*, *scrying*
- 6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (Chain Shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +5

Senses Passive Perception 13

Languages Any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Stat Block Modifications – Winged Aasimar

As a subspecies of aasimar, the gladiators in this adventure have the following modifications:

- Darkvision 60 ft
- Resistance to radiant and necrotic damage
- As an action, they can touch a creature and return a number of hit points equal to their hit dice.
- They know the *light* cantrip.
- They gain a fly speed equal to their walking speed.

Tiamat

Gargantuan fiend, chaotic evil

Armor Class 25 (Natural Armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	26 (+8)	26 (+8)	28 (+9)

Saving Throws STR +19, DEX +9, WIS +17

Skills Arcana +17, Perception +26, Religion +17

Damage Immunities Acid, Cold, Fire, Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded, Charmed, Deafened, Frightened, Poisoned, Stunned

Senses Darkvision 240 ft., Truesight 120 ft., Passive Perception 36

Languages Common, Draconic, Infernal

Challenge 30 (155,000 XP)

Discorporation. When Tiamat drops to 0 hit points or dies, her body is destroyed but her essence travels back to her domain in the Nine Hells, and she is unable to take physical form for a time.

Innate Spellcasting (3/Day). Tiamat can innately cast *divine word* (spell save DC 26). Her spellcasting ability is Charisma.

Legendary Resistance (5/Day). If Tiamat fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless she wishes to be affected, Tiamat is immune to spells of 6th level or lower. She has advantage on saving throws against all other spells and magical effects.

Magical Weapons. Tiamat's weapon attacks are magical.

Multiple Heads. Tiamat can take one reaction per turn, rather than only one per round. She also has advantage on saving throws against being knocked unconscious. If she fails a saving throw against an effect that would stun a creature, one of her unspent legendary actions is spent.

Regeneration. If Tiamat has at least 1 hit point, she regains 30 hit points at the start of her turn.

Actions

Multiattack. Tiamat can use her Frightful Presence. She then makes three attacks: two with her claws and one with her tail.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 25 ft., one target. **Hit:** 28 (4d8 + 10) piercing damage.

Frightful Presence. Each creature of Tiamat's choice that is within 240 feet of Tiamat and aware of her must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Tiamat's Frightful Presence for the next 24 hours.

Legendary Actions

Tiamat can take 5 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. Tiamat regains spent legendary actions at the start of her turn.

Tiamat's legendary action options are associated with her five dragon heads (a bite and a breath weapon for each). Once Tiamat chooses a legendary action option for one of her heads, she can't choose another one associated with that head until the start of her next turn.

Bite. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. **Hit:** 32 (4d10 + 10) slashing damage plus 14 (4d6) acid damage (black dragon head), lightning damage (blue dragon head), poison damage (green dragon head), fire damage (red dragon head), or cold damage (white dragon head).

Black Dragon Head: Acid Breath (Costs 2 Actions).

Tiamat breathes acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Blue Dragon Head: Lightning Breath (Costs 2 Actions).

Tiamat breathes lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Green Dragon Head: Poison Breath (Costs 2 Actions).

Tiamat breathes poisonous gas in a 90-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Red Dragon Head: Fire Breath (Costs 2 Actions). Tiamat breathes fire in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking

91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

White Dragon Head: Cold Breath (Costs 2 Actions).

Tiamat breathes an icy blast in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

White Abishai

Medium fiend (devil), lawful evil

Armor Class 15 (Natural)

Hit Points 68 (8d8 + 32)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	11 (+0)	12 (+1)	13 (+1)

Saving Throws STR +6, CON +7

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Cold, Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Draconic, Infernal telepathy 120 ft.

Challenge 6 (2,300 XP)

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

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

Magic Weapons. The abishai's weapon attacks are magical.

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

Actions

Multiattack. The abishai makes two attacks: one with its longsword and one with its claw.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) cold damage.

Reactions

Vicious Reprisal. In response to taking damage, the abishai makes a bite attack against a random creature within 5 feet of it. If no creature is within reach, the abishai moves up to half its speed toward an enemy it can see, without provoking opportunity attacks.

Winter Wolf

Large monstrosity, neutral evil

Armor Class 13 (Natural Armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities Cold

Senses Passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Stat Block Heading

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Young Remorhaz

Large monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities Cold, Fire

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

Appendix 1: Walk Casually (Bonus Objective 1)

Estimated Duration: 60 minutes

Pillars of Play: Exploration, with some Social and Combat

This appendix expands upon the Exploration theme of this adventure, providing experiences in line with Avernus (much like **Episode 4** provides experiences in line with Stygia). It is placed between the **Call to Action** and **Episode 2**, in terms of sequence.

After the nausea caused by Malklyn's plane-rending magic, you open your eyes to a barren ruddy wasteland ahead of you. From the cliff you stand upon, you see a wide plain ahead of you. In the distance perhaps a day's walk away, an active volcano belches toxins into the air, with birds flying around its pinnacle. Very big birds.

When they reappear, Jeny explains the far-off mountain is where they seek to go. She describes a cave with ornate statues is the surest way to the horde where the coin can be found, and reminds the adventurers Avernus can be a cruel, cruel place. Behave accordingly!

DM Tips

When crafting this section, I wanted to give players the feel for Hell. Things aren't always as you might think, normal allies might become enemies, and they should always search for safety. These encounters provide this to players, although you may have ideas of your own. Have a hellishly good time!

Setting Information

There are a number of features typical to Avernus characters will experience.

Lighting. The area is well-lit, though no sun is visible in the hazy sky.

Sensations. The smell of iron and sulfur in the air, an uncomfortable but not life-threatening heat, the feeling that somebody beautiful here was lost.

Encounters in Avernus

Players will play through three encounters, each of which offers a typical experience at the gateway to Hell.

Sandstorm!

A suddenly warm wind kicks up. On the horizon, characters can see a large cloud, and the earth rumbles below them.

Characters have 5 rounds to prepare for the haboob closing upon them. The sand inside this storm will scour the flesh from their bones, while choking their lungs with fine sediment. Actions characters may take to protect themselves include but aren't limited to:

- Covering their mouth with wet cloth.
- Covering exposed body parts with more clothing.
- Burying objects in the sand so they don't blow away.
- Hastily building a trench to hide in.
- Magical defenses.

Based on the preparations, the Dungeon Master can decide to give advantage on the saving throw for this encounter, an automatic success on the saving throw, or no change.

The storm lasts for 3 minutes, at the end of which players must make a DC 15 Constitution saving throw. On a failure, a character takes 5d6 (17) points of slashing damage from the sand and a level of exhaustion. On a success, the character takes half damage and no level of exhaustion.

Until clothing can be extensively cleaned, it stays colored the dull red of rust. Equipment may be otherwise damaged also, at DM discretion.

Meteor Strike!

There are always meteors streaking on the horizon, but one lands too close for comfort. The characters learn that the meteors falling from the sky aren't hunks of rock, but instead small islands of paradise being consumed by the nature of Avernus.

Without warning, characters need to make a DC 15 saving throw. On a failure, they take 3d6 (10) bludgeoning damage, and 3d6 (10) fire damage from a meteor landing in their midst.

Once the dust has settled, the characters see that the meteor was no hunk of rock, but instead a devastated fountain square. The crumbled statuary depicts beautiful nymphs, and the water still pouring from the fountain is fresh and clear at first. In moments, the water turns to blood.

Angelic Host

Angels have mostly stopped engaging in the Blood War in Avernus, but pockets of angelic servants hold out in the conflict. The characters meet one of them.

This begins also with a meteor, which lands in the near distance of the player characters. Once the dust clears, four winged beings stand in the middle. They are two **gladiators**, a **conjurer**,

and a **priest** of winged aasimar ancestry (see the sidebar in the creature section to adjustments).

The priest states he can smell the stench of evil upon the characters (what he is sensing is the fey pact made with the vile Jeny Greenteeth), and launches an attack.

Savvy players may take actions to talk down the angels. They can use actions in combat to convince the angels, such as putting down all weapons, use of social skills such as Persuasion or Bluff (Intimidate will not work in this instance), and creative use of magic. Dungeon Masters should reward thoughtful behavior in the resolution of this misunderstanding.

If the characters succeed in making peace with the aasimar, the aasimar offer to let the adventurers make camp with them for mutual safety. The priest will use magic to heal and aid the adventurers, including casting *aid* on the party before camp is broken in the morning.

This is a great opportunity for knowledgeable DM's to share information on the "**Baldur's Gate: Descent into Avernus**" storyline, and give players hints about what might await them when the characters finally reach the Dragonmount.

Appendix 2: Motives (Bonus Objective 2)

Estimated Duration: 60 minutes

This scene expands into exploring the motivations of Ambrose, the puka illusionist and coin thief. He puts the characters into a test of wits, for the real soul coin – after some witty banter, of course.

This optional encounter can be added to the end of the adventure, following the events of **Episode 5**, but before the **Conclusion**. The adventurers may have what they believe to be the soul coin, or Ambrose could have escaped with it.

You follow the tiniest of rabbit tracks through near-blinding snow, to a cave. Stepping into the cave distorts your senses. The temperature becomes humid and warm. Ice and snow is replaced by a subterranean mushroom forest, with beautiful mineral laden stone columns. Phosphorescent mushrooms cast light in greens, blues, and purples. The result is almost intoxicating.

The area is under the effect of Ambrose's hallucinatory terrain. One of his signature spells, he has used it in the past to manipulate opponents, sowing confusion.

Setting Information

The following details are in effect while in the cave.

Lighting. The phosphorescent mushrooms shed dim and colorful light throughout the cavern.

Temperature. While the area is still frigidly cold, Ambrose's magic makes it seem comfortable. This might be a deadly effect, if it were to last long enough.

Sensations. The festive glow of mushrooms, the scent of humidity and rot, the majesty of mushrooms the size of trees, the singing of crickets, a sense of calm that you think more likely to be projected upon you than coming from you.

Illusion. The hallucinatory terrain effect is an illusion. Characters who interact with the terrain

and make a successful DC 15 Intelligence (Investigation) check can disbelieve the illusion. In this case, they are in a cold cave, with two giants bent on their immediate destruction.

A character that disbelieves the hallucinatory terrain effect can cast *dispel magic* at fifth level (or a lower level version with a DC 15 spellcasting ability check) to eliminate the effect for everybody.

Area Information

As the characters follow the rabbit prints through the mushroom forest, they happen upon a table with a plush red chair. Reclined upon that chair is Ambrose, juggling a toothpick in his mouth.

Dimensions. The clearing housing Ambrose is a small one, perhaps 30 feet in diameter and roughly circular. Beyond this clearing, one can find half cover and difficult terrain from the foliage.

Stone Pillars. While there are no tree-sized mushrooms growing in this area, there are smaller mushrooms sprinkled around the area with multi-colored caps. Two large stone pillars stretch from the ground to the ceiling and seem made of pure amethyst.

Table and Chair. These seem stunningly made, but if interacted with, are discovered to be an illusion.

Creature Information

The following creatures are present in the area.

Ambrose. Ambrose, a puka **illusionist**, has projected an image of himself into the area. He is not actually present, having made his way deeper into the cave and ready to banish himself back to the Feywild at a moment's notice.

Fomori. Two **fomorian** (or fomori) are magically disguised as the amethyst pillars. They remain still and quiet until the effect is ended upon them by Ambrose, and Ambrose's challenge is presented.

Sequence of events

The adventurers move through three phases in this bonus episode. They are:

1. Exploring the cavern
2. Ambrose's banter
3. Ambrose's challenge

Exploring the Cavern

The characters are allowed to explore the hallucinatory terrain, with an emphasis on the senses. Descriptions should focus on the majestic beauty of the area, the rabbit tracks, and the feelings these things inspire.

Ambrose's Banter

A prideful creature, Ambrose reveals why he has committed the theft. He is willing to share the entirety of the information in the "The Plot, at a Glance" section of the **Adventure Primer**.

Ambrose is given to exaggeration, and he would be utterly charismatic if his hubris and sadism weren't so close to the surface. Instead, he is only very charismatic. Dungeon Masters are encouraged to use linguistic flair, and pepper Ambrose's speech with compliments of the adventurers (and more about himself).

Ambrose's Challenge

Ambrose reveals he has no intention of keeping the coin at this point, as his employer is no doubt royally angry at him. He offers the players a "game." He drops the hallucinatory terrain effect on two very confused (and very magically controlled) **fomorian**s.

Ambrose reveals that he fed one of the fomori the soul coin, in a "cake." He says if the players can retrieve the coin, they can keep it.

Ambrose encourages quick action. He says the fomori have magically active digestive tracts which can destroy such item in a mere minute. A

DC 18 Wisdom (Sense Motive) check reveals this may not be entirely true. If rebutted, Ambrose asks the characters if they want to wait and find out if he is being honest.

There are numerous ways the coin can be found. See the sidebar "Playing the Pillars" below.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. One way to discover the contents of their stomach is to simply cut their stomachs open. Obviously, this cannot happen while the fomori are alive, and they won't hesitate to defend themselves. This gives Ambrose much delight.

Exploration. If characters are willing to wait out the fomori digestive process and have the means to incapacitate the fomori, they can wait for the fomori to pass the content of their bowels. This includes one day of waiting, during which time the characters risk exposure. If successful, the characters are rewarded with giant spoor containing a soul coin. This disgusts Ambrose, who will not wait around or maintain the hallucinatory terrain.

Social. Some players may seek to get the fomori to vomit. There are numerous ways (herbs, spells, etc.) to induce vomiting, and the fomori may be convinced to help given the right form of persuasion. Dungeon Masters should reward quick thinking and quality roleplaying if the players go with this choice.

Ambrose's Reward

Once characters find the soul coin, Ambrose congratulates them. He also reminds them, he has a bone to pick in the future and will return. Not long after gaining the soul coin, Malkyn targets the characters with a banishment effect, which returns them to the Emerald Tower on the Material Plane. The DM can continue to the **Conclusion**.

Appendix 3: Map of the Lava Tubes



Appendix 4: Map of Tiamat's Lair



Appendix 5: Chase Summary and Modified Chase Complications

The following rules should be used to adjudicate the chase at the end of **Episode 3**.

Beginning the Chase

The chase is initiated when the adventurers discover and duck into the lava tube behind Ambrose.

Running the Chase

Participants (including Ambrose) are allowed to move their move speed. They can also cast spells and make attacks against other creatures in range, with rules for cover, terrain, and the like handled as normal. Creatures cannot make opportunity attacks in they are participating in the chase.

Participants (including Ambrose) can also decide to Dash with the following special rules. Each dash allows a character to move up to its move speed a second time on their turn. A participant can freely dash a number of times equal to 3 + their Constitution modifier. Additional uses of this ability require the participant to succeed on a DC 10 Constitution check at the end of its turn or take a level of exhaustion.

This exhaustion accumulates until a participant gains 5 levels of exhaustion, which reduces their speed to 0. Unlike normal levels of exhaustion, all levels from a chase are removed at the end of a short or long rest.

Ending the Chase

The chase ends after Ambrose runs for 10 rounds, or the characters “catch him.” As either condition happens, Ambrose opens a gate to the fifth layer of Hell, Stygia, and steps through. This ends Episode 4.

Unlike under normal conditions, Ambrose cannot escape. The lava tube through which he is fleeing offers nothing to hide behind or another direction to take.

Chase Complications

At the end of each turn, every participant (excluding Ambrose) need to roll a d20. Depending on the roll, the participant can experience a possible setback. Consult the chart below for these subterranean complications.

Lava Tube Chase Complications

D20	Complication
1	Your path takes you through loose pebble. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. On a failed check, this rough patch consumes 5 ft of your movement.
2	Uneven ground threatens to slow your progress. Make a DC 10 Dexterity (Athletics) check, or lost 10 ft of your movement.
3	You run through a swarm of larval hellwasps. The swarm makes an opportunity attack against you (+3 to hit, 4d4 piercing damage on a hit).
4	A lava stream blocks your path. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to cross. If you fail, you lose 10 feet of your movement.
5	Make a DC 10 Constitution saving throw. On a failed save, you are blinded by a sudden explosion of hot steam from a nearby wall until the end of your next turn. While blinded, your movement speed is halved.
6	A sudden drop catches you by surprise. Make a DC 10 Dexterity saving throw to navigate the impediment. On a failed save, you fall 1d4 x 5 ft, taking 1d6 bludgeoning damage per 10 ft fallen as normal, and land prone.
7	You blunder into a trap set by abishai to impede trespassers. Make a DC 15 Dexterity saving throw to avoid it. On a failed save, you are caught in a net and restrained. See Chapter 5 of the Players Handbook on details about escaping nets.
8	You are caught in a mass of bats also attempting to flee. Make a DC 10 Dexterity saving throw. On a failed save, the impacts deal 1d4 bludgeoning damage and 1d4 slashing damage.

- 9 Your path takes you through a patch of toxic mushrooms. Make a DC 15 Dexterity saving throw or use 10 ft of movement to avoid them. On a failed save, you take 1d10 poison damage.
- 10 Another black abishai joins the chase!
- 11-20 No complication.

No other chase rules apply to this chase or should be applied.

Appendix 6: Helpful NPC's

These stat blocks are provided for Dungeon Masters to share with players, who at DM discretion can take control of these helpful NPC's.

Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (Leather Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Stat Block Heading

Multiattack. The fanatic makes two melee attacks.

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

Stat Block Modifications – Cult Fanatic

As a gift from Tiamat, the cult fanatics in this adventure has the following modifications:

- A cult fanatic can sense the presence of an item from Tiamat's horde on the same plane as them, within 1,000 feet. This is a magical ability.

Guard Drake

Medium dragon, unaligned

Armor Class 14 (Natural Armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Draconic (understands but can't speak)

Challenge 2 (450 XP)

Actions

Multiattack. The guard drake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Appendix 7: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session). All characters will also receive the Story Award on this page.

Jeny's Hairpin (Javelin of Warning)

Weapon (javelin), uncommon (requires attunement)

This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins. This item is found in the ***Dungeon Master's Guide***.

This magical javelin resembles a giant hairpin made of purple wood, with a fist-sized jet at its head. Players who have experienced "***DDEX-01-08 Tales Trees Tell***" recognize it as the same sort of item that pinned a villager to the town post, and may even recall it acts as a scrying sensor for Jeny Greenteeth. Warnings of danger come in Jeny's voice, shouting that they should prepare for battle. Whether it is the weapon shouting or Jeny herself, it is hard to divine.

The bearer feels a sense of distaste when in contact with the item, and continues to sense discomfort while bearing it.

Emerald Eye (Ersatz Eye)

Wondrous item, common (requires attunement)

This artificial eye replaces a real one that was lost or removed. While the ersatz eye is embedded in your eye socket, it can't be removed by anyone other than you, and you can see through the tiny orb as though it were a normal eye. This item is found in ***Xanathar's Guide to Everything***.

This item resembles a jelly-filled natural eye with a vibrant green iris. In the presence of fey creatures, it glows faintly in this green when such creatures are within 120 feet of it. This glowing is noticeable to those gazing into the eyes of the wearer, and it distorts color in one field of vision for the wearer when glowing.

Banned: Stygia

Story Award

The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this later of the Nine Hells to you. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia.

Appendix 8: Comprehensive Backstory

This adventure is intricately linked to several of the core *Dungeons & Dragons* book releases, as well as modules written for the Adventurers League.

If you are interested in lore surrounding Tiamat and Jeny Greenteeth, or if you wish a fuller understanding of the plot, this appendix is for you! Reading this appendix may give you a better understanding of NPC motivations – and maybe prepare you in case (or *when inevitably*) your players take things off the rails.

Spoiler Alert

This appendix includes heaps of lore, including spoilers for several book adventures and modules. Readers should beware, lest the possible endings of their campaigns be ruined.

For DM reference, books mentioned here are:

- *Tyranny of Dragons*
- *Princes of the Apocalypse*
- *Curse of Strahd*
- *Storm Giant's Thunder*
- *Baldur's Gate: Descent into Avernus*

The Book Adventures

The central arc of the Fifth Edition D&D story has been years in the making. In *“Tyranny of Dragons,”* adventurers defeat the plans of the **CULT OF THE DRAGON**, with the help of a rogue faction of **RED WIZARDS OF THAY**. This plan involved summoning the dragon goddess **TIAMAT** from her home/prison on **HELL'S** first layer, **AVERNUS**. The cultists believed (perhaps foolishly) their efforts would be rewarded, but fortunately the cultists never learned for sure. Adventurers were thwarted by meddling adventurers. Tiamat remained trapped in her prison in Avernus, and the Cult of the Dragon was decimated.

This plot influenced other published adventures. The inaction of giants upset the giant overgod Annam the All-Father, who removed his blessing from giantkind. This divine snub made the events of *“Storm King's Thunder”* possible.

We learned in *“Baldur's Gate: Descent into Avernus”* that Tiamat still plots from Avernus,

and her agents continue to be active on the Material Plane and in Hell. Several are mentioned by name (see the sidebar below). Players also learn Tiamat has a spiritual connection to her treasure. If even one copper goes missing, Tiamat wants it back and will stop at nothing to get it.

Why Not Name All the NPC Agents?

Due to laws on intellectual property, certain NPC's from *“Baldur's Gate: Descent into Avernus”* could not be mentioned in this product. One possible random encounter included one of these NPC's, so it has been removed from this adventure (and replaced). Dungeon Masters are encouraged to play respectfully in this shared sandbox we call the Forgotten Realms, and allow each person to have and control their own corner of it.

With every instance, the named characters in this adventure are used with permission. If you plan on publishing your *Pipyap's Guide to the Nine Hells* adventure to the DM's Guild, you should do the same.

The Adventurers League Modules

Many of the Adventurers League modules during the time of these book adventures have centered on the Moonsea Region of Faerun. One story arc has been crafted around the fictional character of **JENY GREENTEETH**.

Jeny is an ancient green hag first presented in *“DDEX-01-08 Tales Trees Tell.”* Characters worked to remedy a truce violation perpetrated by a Dragon Cultist. This cultist sought to turn Jeny Greenteeth and her fey allies in the **QUIVERING FOREST** against the people of **PHLAN**. Inadvertently, this cultist broke a defense pact centuries old, where the fey spirits of the Quivering Forest would aid in the protection of Phlan so long as mortals did not enter the wood. The characters spoke with Jeny, who had helped form the pact, but couldn't convince her to overlook the treaty violation. The dissolution of the defense pact enabled the conquer of Phlan by the green dragon Vorgansharax, along with Dragon Cultist servants including **IXUSASA TERRORSONG**, during the events of *“DDEX-01-10 Tyranny in Phlan.”* Vorgansharax's tyrannical rule remained

until the events of ***“DDEP-04 Reclamation of Phlan.”*** Phlan is still rebuilding at this time in the story, aided by the leadership of **CALYPSO** and relative political stability.

The greater Moonsea Region is reeling from recent insurgency by other malign powers, including the Evil Elemental Cults, various demonic cults, and the Red Wizards of Thay. The events of the ***“Season 2: Elemental Evil”*** storyline for Adventurers League saw the devastation of Mulmaster by the Evil Elemental Cults and its subsequent takeover by the Red Wizards of Thay during the events of the Red War.

This brief conflict devastated the Five Factions in the region, damaged in terms of military might and unity. Phlan is now a staging ground for forces seeking to liberate Mulmaster and repel the racist necromancers among the Red Wizards. Among them is **MALKYN**, the self-appointed Archmage of Phlan, who houses and trains military forces in his **EMERALD TOWER**.

The Adventurers League, In Short

Part of the fun of the shared world of Forgotten Realms is that together, players, DM’s and authors from all over the globe can form a community narrative. This community narrative is housed under the banner of *Adventurers League*, the organized play wing of *Dungeons & Dragons Fifth Edition*. Fans of *Dungeons & Dragons* are encouraged to learn more and experience the shared tale.

So What Kept Jeny Busy?

Mortals may have been busy with their petty politicking and wars, but true masters of this craft - the Fey of the Seelie and Unseelie Courts – wrote the playbook millenia ago. In the ***DES-01 At Jeny’s Request*** series of adventures, Jeny angles for greater magical power. The adventures hint at a disagreement between Jeny Greenteeth and her sister the Mistress of Tides, ultimately leading to Jeny’s relocation from the Feywild to the Quivering Forest. Jeny quickly exerted dominance over Seelie and Unseelie fey alike, through allying other dark spirits of the wood, frightening off or murdering kindly spirits, and altering the ambient magic of the Quivering Forest until the place was more her liking (read: terrifying).

Despite her control of her woods, Jeny Greenteeth couldn’t prevent a large section of the Quivering Forest from being sucked into Barovia during the events of ***“Curse of Strahd.”*** Ever opportunistic and power hungry, Jeny couldn’t pass up this opportunity. In the absence of divine magic, Jeny provided beneficial spells for meddling do-gooders in return for odd and disturbing favors – all chosen to build her magical power and control over heroes. Perhaps most critically, Jeny completed her coven by recruiting Ixusasa Terrorsong during the events of ***“DDAL-04-06 The Ghost”*** to become a third member, renaming Ixusasa as **AGATHA BORDOCK**. To what ends she would turn her power, Jeny wasn’t certain.

Jeny soon had the opportunity to put newly-gained might to the test, when in ***“DES-01-01 Finding the Rabbit Hole,”*** her forest fell victim to extradimensional flood. With adventurer help, Jeny stopped the deluge but became aware of a sinister plot. Jeny used mind-bending and dimension-warping magic to send messengers to her sister, the Mistress of Tides, and prevent an assassination attempt against her. This tale is told in ***“DES-01-02 A Sanity Never Questioned.”***

The Feywild quieted for a short while, until the saboteurs played their hand yet again. The saboteurs were the Cult of the Crushing Wave, seeking to flood the Material Plane as they did in the events of ***“Princes of the Apocalypse.”*** Finding too much resistance from heroes on the Material Plane, they moved to flood the Feywild instead. The Feywild is mostly vacant of heroes. If the cult turned the Seelie and Unseelie Courts to war, and assassinated their leadership, the cult could act unmitigated. The Feywild could be destroyed under wave and flood.

The ultimate target of the cult isn’t the Feywild though. The Feywild and the Material Plane are mirrors of each other. Flooding the Feywild would doom the Material Plane to the same fate.

Acting against the conspiracy, adventurers turned the Wild Hunt against the cult in ***“DES-01-03 A Question Never Asked,”*** rescued the powerful fey spirit the Green Man from an unsavory fey in ***“DES-01-04 An Answer Never Offered,”*** and prevented the assassination of the diviner Inim by the sadistic unseelie puka **AMBROSE** in ***“DES-01-05 The Die is Cast.”*** The

saga will see conclusion with an epic military conflict in ***“DES-01-06 One Last Job,”*** soon to be released at the ***2020 D8 Summit Charity Convention.***

Adventures League Modules Featuring Jeny Greenteeth

All this talk of D&D Forgotten Realms lore, and the dealings of fey, may have you curious to experience adventures including them. Well, lucky you, here are names of adventures I crowdsourced that feature our beloved anti-hero Jeny Greenteeth. Feel free to use them for inspiration, as springboards for adventure, or run them together as a mega-campaign. With over 80 estimated hours of content available, there is a lot to keep you busy!

When listing these adventures, I tried to keep them in a chronological order. I hope it makes it easier to understand the unfolding story. I also included their levels, and the estimated playtime for each adventure.

Except where noted, all of these adventures are available for purchase online at the DM’s Guild. Consider supporting the authors that put countless hours of free time into these adventures, for you to enjoy.

- DDEX-01-08 Tales Trees Tell (levels 1-4, 4 hours)
- DDEX-01-10 Tyranny in Phlan (levels 5-10, 4 hours)
- DDAL-04-01 Suits of the Mist (levels 1-2, 5 hours)
- DDAL-04-02 The Beast (levels 1-4, 2 hours)
- DDAL-04-03 The Executioner (levels 1-4, 2 hours)
- DDAL-04-04 The Marionette (levels 1-4, 2 hours)
- DDAL-04-05 The Seer (levels 1-4, 2 hours)
- DDAL-04-06 The Ghost (levels 1-4, 4 hours)
- DDAL-04-07 The Innocent (levels 5-10, 4 hours)
- DDAL-04-08 The Broken One (levels 5-10, 2 hours)
- DDAL-04-09 The Tempter (levels 5-10, 2 hours)
- DDAL-04-10 The Artifact (levels 5-10, 4 hours)
- DDAL-04-11 The Donjon (levels 5-10, 4 hours)
- DDAL-04-12 The Raven (levels 5-10, 2 hours)
- DDAL-04-13 The Horseman (levels 5-10, 2 hours)
- DDAL-04-14 The Dark Lord (levels 5-10, 4 hours)
- CCC-UCON-01 Blood and Fog (levels 5-10, 4 hours)
- CCC-SDREAM-01-01 From Every Winter, Spring (levels 1-4, 2-4 hours - Coming soon to the DM’s Guild)
- CCC-DES-01-01 Finding the Rabbit Hole (levels 5-10, 4 hours)

- CCC-DES-01-02 A Sanity Never Questioned (levels 5-10, 4 hours)
- CCC-DES-01-03 A Question Never Asked (levels 5-10, 2 hours)
- CCC-DES-01-04 An Answer Never Offered (levels 5-10, 2 hours)
- CCC-DES-01-05 The Die is Cast (levels 5-10, 2 hours)
- CCC-DES-01-06 One Last Job (levels 5-10, 4-6 hours - Coming soon to the DM’s Guild)
- CCC-PIPYAP-01-01 A Small Trifle (levels 5-10, 4-6 hours – You are holding this adventure now.)

So Where Does This Adventure Fit?

This adventure occurs just after the central Jeny Greenteeth adventure arc, following the events of ***“DES-01-05 The Die is Cast.”*** It picks up a loose thread created by this adventure and ***“DDAL-04-06 The Ghost.”*** It can be ran in addition to the events of the ***“DES-01 At Jeny’s Request”*** series, or independently of it as this adventure stands alone well.

Dungeon Master Tips - Guidance for Homebrew Games

Adventurers League modules are excellent for public play, but did you know that they are also fun to run for your home group? Don’t hesitate to run this or other Adventurers League adventures in your non-organized play games, at home, in gaming stores, or wherever you play!

For games outside of Adventurers League play, you have more freedom for player rewards than are listed in the rewards section. Significant treasure can be acquired and retained by less scrupulous characters (in both coin and magic items) if this adventure is run as part of your homebrew campaign – with far-lasting consequences for thieves. Tiamat and her followers can track her missing treasure unerringly, making for persistent recurring villains. Sometimes, those kinds of villains are part of the best stories.

For an Adventurers League campaign, choosing to ignore the guidance of the rewards section invalidates all characters for Adventurers League play thereafter. Make sure players are not only aware of the style of play (AL or homebrew) you plan on running, so they can plan accordingly.

Appendix 9: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of

ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong