



INFERNAL ENCOUNTERS

***ADD SOME FIRE TO YOUR BALDUR'S GATE: DESCENT INTO AVERNUS GAME
WITH THESE RANDOM ENCOUNTERS, NEW RULES, AND
FOUR ADVENTURES COVERING ALL TIERS OF PLAY***



INFERNAL ENCOUNTERS

DDAL00-12

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ABOUT THIS BOOK

While having a conversation with some of the D&D Adventurers League Admins and DMsGuild Guild Adepts, at D&D Live 2019, we were talking about how much we liked that book of random encounters and add-ons to *Waterdeep: Dragon Heist*. *Waterdeep: City Encounters* was one of my favorite products that I had opportunity to work on. It gave me the idea that we really should do it again. So, we did.

In this product is all manner of extras that you can add to your *Baldur's Gate: Descent into Avernus* game, season 9 of the D&D Adventurers League, or just any game that takes you to the Nine Hells. And of course, we give you ample random encounters.

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CHAPTER 1: RANDOM INFERNAL ENCOUNTERS

Random Encounters occur anytime you feel the need to liven up your game, especially as the party travels from one location to the next. The Nine Hells are extremely dangerous, but also a place of amazing and tantalizing wonder. Everywhere adventurers turn, there are devils and planar travelers searching for yet another soul. In the Hells, a smile always hides a knife.

Given the danger of the Nine Hells, the encounters here are NOT balanced. While they tend to concentrate around encounters balanced for characters of levels 5-16, there are a few significantly more dangerous (and a few easier) encounters; as one would expect from the Nine Hells.

ENCOUNTER	AVERNUS	DIS	MINAUROS	PHLEGETHOS	STYGIA	MALEBOLGE	MALADOMINI	CANIA	NESSUS
A Pale Devil					1-3			1-3	
An Unusual Bequest		1-3	1-3		4-6	1-3	1-3		
Bearsicle					7-9			4-6	
Bored Archmage								7-9	
Broken Bridge	1-3		4-6	1-3			4-6		
Buried Pleasure				4-6					
Cat's be Damned	4-6	4-6	7-9	7-9	10-12	4-6	7-9	10-12	1-3
Cloistered Competition				10-12	13-15	7-9		13-15	
Cloud of Darkness			10-12				10-12		
Cold Hunters					16-18			16-18	
Cultists Gonna Cult	7-9	7-9		13-15	19-21			19-21	4-6
Devil in Boys Clothing		10-12				10-12	13-15		
Diabolic Notes			13-15			13-15	16-18		7-9
Diseased Prize			16-18				19-21		
Driving Away the Chill					22-24				
Explosively Evil	10-13	13-16	19-22	16-19	25-28	16-19	22-25	22-25	10-13
Eye on the Prize	14-17	17-20	23-26	20-23	29-32	20-23	26-29	26-29	14-17
Eye on Another Prize	18-20	21-23	27-29		33-35	24-26	30-33		18-20
Field of Heads	21-23								
From the Mouths of the Damned		24-26	30-32	24-26	36-38	27-29	34-36	30-32	
Frozen Tower					39-41			33-35	
Ghost in the Machine	24-26								
Glyph of Hell	27-30	27-30	33-36	27-30	42-45	30-33	37-40	36-39	21-24
Go Where I Cannot	31-33	31-33	37-39	31-33	46-48	34-36	41-43	40-42	25-26
He Musn't Know			40-42						

ENCOUNTER	AVERNUS	DIS	MINAUROS	PHLEGETHOS	STYGIA	MALEBOLGE	MALADOMINI	CANIA	NESSUS
Hellish Hitchhikers	34-36	34-36	43-45	34-36					
Help?	37-40	37-40	46-49	37-40	49-52	37-40	44-47	43-46	27-30
Home Sweet Home						41-43			
Infernal Garage	41-43	41-43		41-43			48-50		
Infernal Tutor	44-46	44-46	50-52	44-46	53-55	44-46	51-53	47-49	31-33
Iron Mine	47-49	47-49							34-36
Landslide!						47-49			
Lost Boulder			53-55			50-52	54-56		37-39
Lost Coffin	50-53	50-53	56-59	47-50	56-59	53-56	57-59	50-53	40-43
Mama's Fallen Angel	54-56			51-53			60-62	54-56	
Mephit Man	57-59	54-56	60-62	54-56	60-62	57-59	63-65	57-59	44-46
Merchant of Madness		57-59							47-49
Meteor				58-60					50-52
Motivational Sculptures				61-63					
Murder Most Fowl	60-62	60-62	63-65	64-66	63-65	60-62	66-68	60-62	53-55
My Pile of Meat and Treasure	63-65								
No Refunds	66-68								
One the March	69-71								56-58
Precarious Passage									59-61
Preying on Tourists		63-65							
Ritualus Interruptus		66-68	66-68	67-69	66-68	63-65	69-71	63-65	62-64
Robed Watcher	72-74	69-71	69-71	70-72	69-71	66-68	72-74	66-68	65-67
Shoe-Sucking Fun			72-74			69-71	75-77		
Sickly Grove			75-77		72-74	72-74		69-71	68-70
Sinkhole						75-77			
Skull-in-the-Box	75-77	72-74	78-80	73-75	75-77	78-80	78-80	72-74	71-73
Spies for Goodness	78-81	75-77	81-84	76-79	78-81	81-84	81-84	75-78	74-77
Stolen Goods		78-80							
Stranded	82-84								
Street Race		81-83		80-82					
Tempting Fayt	85-87								
Terminal Burrowing					82-84			79-81	

ENCOUNTER	AVERNUS	DIS	MINAUROS	PHLEGETHOS	STYGIA	MALEBOLGE	MALADOMINI	CANIA	NESSUS
That's a Big Spear			85-87	83-85	85-87			82-84	
The Bottom of the Barrel									78-80
The Devil's in the Deep Ales		84-86	88-90	86-88		85-87	85-87		81-83
The Loyal Legionnaire	88-90	87-89	91-93	89-91		88-90			84-86
Trapped Under Ice					88-90			85-87	
Turn of the Card		90-92		92-94		91-93			
Unexpectedly Riderless		93-95	94-96	95-97	91-93	94-96	88-90	88-90	87-89
Urban Decay		96-98					91-93		90-92
Wait Until the Folks Back Home See This!	91-93								
Way Home	94-97	99-100	97-98	98-99	94-96	97-99	94-96	91-93	93-95
Welcome Flame					97-99			94-96	
What Was Lost is Still Lost									96-98
Words are More Than Just Wind								97-98	
X Marks the Spot	98-100		99-100	100	100	100	97-98	99-100	99-100
You'll Fetch a Pretty Penny							99-100		

A PALE DEVIL

An **ancient white dragon** has established a lair nearby and set to terrorizing devils in the area. Eager to rid the area of the menace, the devils have fabricated a story of the dragon owning a vast treasure. Unbeknownst to the devils, they're right. The dragon has 10,000 gp in coins and a powerful magic item. Roll 1d6 to determine one of the most powerful items in the dragon's possession:

1. *A vorpal longsword*
2. *A staff of the magi*
3. *A cloak of invisibility*
4. *An Ollamh harp*
5. *A belt of cloud giant strength*
6. *An alchemy jug*

AN UNUSUAL BEQUEST

An eccentric merchant commissioned the construction of a keep within the Nine Hells and when he died, none of his beneficiaries were willing to claim it. It's now fallen to one of the characters—his last living relative. If they think that getting to the keep is difficult, wait until they're forced to clear out the devils that are trying to claim squatters' rights.

BEARSICLE

A **werebear** named Frida Homsdotter is encased in a block of ice, somehow magically preserved. If thawed out, Frida shares that she was chasing a warlock named Khasanbek (**warlock of the fiend**) that somehow trapped her here. She would love to return to the Prime, but also seeks vengeance on Khasanbek. If the characters aid her, she offers them an emerald worth 500 gp that she has in her home (on the Prime).

BORED ARCHMAGE

Trisorin (NE human **archmage**) is carrying a pile of books to the Academia Acania. He foolishly sold his soul to Mephistopheles three centuries ago and has been doing boring research ever since. He talks to inquisitive adventurers but enjoys twisting the truth just a little, so every answer is likely to draw the characters into peril.

BROKEN BRIDGE

The bridge crossing a 50-ft. wide canal of lava has collapsed. A successful DC 15 Intelligence (Investigation) check notes that it looks as if the collapse was very recent. Claw marks suggest it was done purposefully.

BURIED PLEASURE

Fierna once condemned an **incubus** named Razmis to an eternity of torment by having the fiend imprisoned within a crystal orb in the heart of a volcano. Now centuries later, the volcano has fallen dormant and the magma surrounding Razmis' prison has cooled and hardened. Since then Razmis has communicated with the outside world via a network of charmed thralls who seek those capable of freeing the **incubus**. However, over the years, all but one of the thralls has died. The sole remaining thrall desperately seeks for those capable of freeing her master; promising the world and more to those who take up the task.

CAT'S BE DAMNED

A local madman claims that his **cat** is a portal to the Nine Hells. If pressed to prove it, the man refuses to demonstrate, but explains that it's a simple matter of staring into the cat's eyes and reciting the name of a layer of Hell. Those doing so must succeed on a DC 13 Charisma saving throw. On a failure, nothing happens. But if the save is successful, the creature performing the rite appears in a random location in the specified layer. What's worse is that they probably don't have access to a plane-traveling cat to get them back home.

CLOISTERED COMPETITION

A **warlock of the fiend** in service to the layer's duke (or duchess) has established a large keep nearby. However, devils in service to a deposed **pit fiend** have laid siege to the complex and threaten to raze the building. The warlock contacts one of the characters by way of their **abyssal chicken** familiar and promises a great treasure in exchange for their assistance.

CLOUD OF DARKNESS

A dark cloud rolls across the landscape towards the characters. Treat it as if a **vampiric mist**, except that it is a fiend rather than undead.

COLD HUNTERS

The party hears a hunting horn in the distance. A band of four **frost giants** led by the **ice devil**, Polnikza, have found the characters' trail and plan to hunt their prey till the end of the Nine Hells.

CULTISTS GONNA CULT

The victim of a particularly brutal murder is revealed to be an infernal cultist after a scroll containing a plane traveling ritual is found on the body. Roll 1d6 to find out who they venerate and the layer that the ritual sends each of the participants to:

1. Zariel (Avernus)
2. Dispater (Dis)
3. Levistus (Stygia)
4. Fierna (Phlegethos)
5. Mephistopheles (Cania)
6. Asmodeus (Nessus)



DEVIL IN BOYS CLOTHING

Weeping comes from inside a cave. A small “boy” is crying, claiming to be lost and afraid of the falling rocks. The boy tries to strike a deal by which the characters take him to safety and he comes to their home, working for them for a week. The boy is actually a **bone devil** using an illusionary disguise trying to trick the characters into granting it access to the Prime.

DIABOLIC NOTES

The characters hear a sad tune on the wind. Creatures with an Intelligence of 3 or higher that fail a DC 17 Wisdom saving throw mindlessly walk towards the music for eight hours until they die or are restrained. Creatures that take damage attempt another saving throw.

DISEASED PRIZE

A rotting corpse bobs in a small pond, a bulging sack hanging from one shoulder. Inside the sack are several changes of clothes, a *potion of healing*, and scroll tube with a map to the city of Jangling Hiter. An address is written on the back of the map with the name Irolle. The water and everything floating in it is infected with cackle fever.

DRIVING AWAY THE CHILL

Legend holds that a terrible **remorhaz** lurks in a vast network of icy tunnels within the great glacier that encases Levistus. That same legend holds that if this great beast is slain, its heart burns with such a terrible heat that it could potentially melt the glacier and free the Lord of the Fifth. One could easily assume that whoever freed an archdevil from an eternity in ice would no doubt be rewarded handsomely for the task... The creature has found the party, so they are about to find out.

EXPLOSIVELY EVIL

A devil appropriate to the level of the characters explodes violently after being defeated in combat, leaving behind a smoldering crater and a small, ornate box. Creatures within 10 feet of the devil when it explodes must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) piercing damage. Roll 1d6 to find out what's inside the box:

1. A *soul coin*
2. 1d10 cp
3. A *gem of seeing*
4. Another devil of the same CR
5. A *+1 Maul*
6. Nothing

EYE ON THE PRIZE

A particularly clever devil of a CR appropriate to the party's level has set up a trap to ensnare the souls of the unwary. The trap consists of a barely visible rune engraved on the ground. Six inches beneath the ground is a fist-sized emerald engraved with runes. A creature examining the area succeeding on a DC 16 Intelligence (Investigation) check notices the rune, as does a creature able to detect magical auras. Once detected, the trap is dispelled with *dispel magic* and similar effects. A creature stepping on the barely visible rune triggers the trap and must succeed on a DC 16 Charisma check or be banished to a demiplane within the emerald. If the trap ensnares a soul, the emerald erupts from the ground and flies (fly 60 ft.) towards the devil's lair. It can be followed, but a group of mortals running through the Nine Hells in pursuit of a fiery green gem is bound to attract attention.

EYE ON ANOTHER PRIZE

Deep within a complex of traps created by a **pit fiend** rests an immense gem of nigh incalculable value. Once every thousand years, the doors to the vault open and dozens of people battle each other to claim the prize. Unbeknownst to the "contestants," however, the gem never existed. The complex and the legend was created as a means to generate souls that would later be forged into *soul coins*. With the pit fiend that created the trap dead, thousands upon thousands of souls lie unclaimed. The bad news? Word appears to have gotten out. A horde of fiends fight to get inside.

FIELD OF HEADS

A field of hundreds of demon heads are placed on tall pikes set in orderly rows. The landscape shows signs of a past battle between infernal and demonic forces. With a successful DC 15 Wisdom (Perception) check, a pack with a *potion of healing* and a *soul coin* are able to be located within the debris. Most of the heads are just a rotting warning to future demonic interlopers, but ten of them are **vargouilles**.

FROM THE MOUTHS OF THE DAMNED

A 50-foot-tall tower of jabbering skulls stands in the middle of a field of blood-soaked ground. The driving wind surrounding the pillar sends their babbling throughout the area, forcing each creature within 30 feet to succeed on a DC 13 Wisdom saving throw or gain a short-term madness (*Dungeon Master's Guide*). Those that succeed and approach close enough are instructed to ask a single question of the pillar and find it answers truthfully (though cryptically).

FROZEN TOWER

An empty, decrepit tower of ice rises up over the landscape. The door is locked (DC 20) and trapped (DC 20 to find and to disable), with a magical rune that creates a cone of fire if the door is touched (DC 15; as *cone of cold* but does fire damage). Inside there only one single, tall room with a massive throne of ice. Three teeth, too big to be from a human, rest on the seat.

GHOST IN THE MACHINE

The party comes across a beat-up but functional infernal war machine of the Tormentor design. The inside is splattered with old blood and rotted flesh. Once some of the characters are inside, the doors lock and the machine activates.

Unfortunately for the party, through some quirk of fate or infernal design, this infernal war machine has gained sentience (INT 10, WIS 8, and CHA 6) and thirsts only to kill! Not responding to commands, the Tormentor tries to run down anyone with its crushing wheels. It needs no crew to drive it or operate its harpoon flinger, and the controls inside the cockpit don't respond. Those inside are thrown about roughly as the vehicle takes sharp turns or careens into debris taking 11 (2d10) bludgeoning damage per turn. To escape, the characters either need to do enough damage to exceed the vehicle's mishap threshold or succeed on a DC 20 Dexterity check with proficiency in thieves' tools. If one of the doors is unlocked, the characters have only one round to escape before the war machine locks the doors again on its own!

GLYPH OF HELL

The characters spot a glyph inscribed upon a wall or rock. Roll 1d4 to see what the glyph portends:

1. It declares this area to be the territory of the **chain devil** Laanyx.
2. It is a marker left by a previous adventurer that notes this path as safe. Old bloodstains suggest otherwise.
3. It magically detects the passing of creatures (as a mental alarm) and alerts a **cambion** and **succubus** pair that come looking for prey.
4. It is a trap (DC 16 *glyph of warding* (explosive runes) cast using a 6th-level slot).

GO WHERE I CANNOT

An **imp** in search of vengeance looks for those to exact it on his behalf. He'd do it himself, but he can't. Roll 1d6 to find out why:

1. Magic has made his foe forever invisible to him.
2. He's forgot where his foe resides.
3. His foe is far too powerful.
4. He signed a contract prohibiting him from doing so.
5. His foe is the consort of an allied devil.
6. He'd rather someone else get their hands dirty.

HE MUSN'T KNOW

A **black abishai** named Hruurk is looking for rubes to assist in smuggling a precious artifact out of Minauros and into the bogs surrounding the city. Leaving the city is easy enough, but eventually, the characters discover that they're being tracked by **spined devils** and **orthons**. To make matters worse, Hruurk is plotting to kill the characters once the coast is clear. The artifact is a tooth purported to belong to Tiamat that Mammon stole a millennium ago, and the Dragon Queen does whatever she can to reclaim it.

HELLISH HITCHHIKERS

The charred remains of an infernal war machine are being dismantled by its crew of devils. In exchange for three *soul coins*, the devils ask for a lift to a nearby infernal outpost.

HELP?

The characters cross paths with a bewildering human man named Korlos who claims to be lost and in need of help to escape wherever he is. He doesn't seem to know what's going on and is more than a little desperate. To determine what is really going on, roll 1d4:

1. Korlos (**knight**) really is lost, and was somehow sucked into the Nine Hells through no fault of his own. He's a true innocent.
2. As #1, but Korlos (**Warlock of the Fiend**) is an evil man who tries to take advantage of the situation to profit himself.
3. Korlos (**drow assassin**) has lost his soul to a devil, but has agreed to another bargain with a **bone devil** who wants the party dead; if he leads the characters into a trap and makes sure at least half of them die, he regains his soul.
4. Korlos is an **incubi** using its shapechange ability to gain the characters' trust, with the eventual plan of betraying them when the time is right.

HOME SWEET HOME

A **rakshasa** and his indentured humanoid servants once called an extravagantly decorated cave home, but they've been rooted out by an **ice devil** and its legion of sixty-six **merregons**. The **rakshasa** has lost many of his servants already and pays a handsome sum of *soul coins* to those able to destroy the **ice devil** and evict the unlawful tenants (though he pays extra if the **merregon** are convinced to serve him instead).

INFERNAL GARAGE

The characters come across a garage servicing infernal warmachines. Four fiendish **goblins**, two **imps**, and a **bearded devil** called Elmax repair or augment the party's warmachine for an appropriate amount of *soul coins*. They currently have one very beat up Tormentor (half hit points and missing its raking scythes) that they are selling for twenty *soul coins*.

INFERNAL TUTOR

The party comes across a unique, robed devil named Corthalvox (use stats for an **arcanaloth**, except that Corthalvox is a LE devil) that offers to impart knowledge to one character for a price. For one *soul coin*, Corthalvox answers one question as if it had cast *commune*. For three *soul coins*, it imparts proficiency with the Infernal language. For the character's soul, it grants a feat of the character's choice.

IRON MINE

A **chain devil** with a pack of six **lemures** stand watch over a 100-ft across tiered pit where twenty-one slaves (**commoners**) are mining green, infernal iron from the hellish soil. The slaves are all evil humans who made bad deals and are now bound to labor in the mine until they die.

LANDSLIDE!

A cascade of dust, stones, and boulders careens towards the characters who must make a DC 17 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save or half as much on a successful one. Characters that fail are also buried beneath hundreds of pounds of rock (escape DC 17).

LOST BOULDER

A **galeb duhr** named Slait, disguised as a boulder, sees the party and thinks they might be helpful. Slait has been summoned to the Nine Hells, but the wizard that did so has died and for some reason



it hasn't been sent back to the elemental plane of Earth. It begs the characters to help it get home and if they do so, it rewards them with a ruby worth 500 gp and two *soul coins*, which it took from the dead wizard.

LOST COFFER

A locked box (DC 20 Wisdom (Perception) check) is just lying there. It is trapped with a glyph that explodes for 22 (5d8) necrotic damage in a 30-foot radius when touched. Characters must make a DC 20 Dexterity saving throw to halve the damage. The trap is noticed with a DC 20 Wisdom (Perception) check and disarmed with a successful DC 20 Dexterity (proficiency with thieves' tools or Intelligence (Arcana) check). Someone is no doubt looking for this box. What's inside? Roll 1d4 to find out:

1. 2d4 **imps**
2. A severed head with the symbol of Asmodeus carved into it.
3. 50 gp and an infernal contract for the soul of someone named Trislop.
4. A *soul coin*.

MAMA'S FALLEN ANGEL

What initially appears to be a fiery comet is actually an angel that has fallen from grace. Upon arriving, the angel is curled in the bottom of a vast crater, confused and angry, but should she be calmed down, the weight of what has happened reduces her to a sobbing mess. She can be convinced to atone for whatever sins she committed, but quickly learns that whatever it is likely spells her doom.

MEPHIT MAN

Three **smoke mephits** have attempted to disguise themselves as a merregon by standing on each other's shoulders while wearing a cloak and mask. The mephits "stand guard" outside of random shops and prevent passersby from entering.

MERCHANT OF MADNESS

A merchant and his four bodyguards (an **arcanaloth** and **nycaloth** guards disguised by powerful magic) have been hired by demons to wreak chaos and confusion among the denizens of the Nine Hells. In addition to the normal wares they sell, they also trade in *soul coins* that contain not the souls of damned mortals, but rather bound demons. A devil in possession of one of these tainted *soul coins* slowly descends into madness and goes on sprees of mindless violence, destroying anything within reach.

METEOR

A flaming rock falls out of the sky! All creatures in the area suffer 28 (8d6) bludgeoning damage and 14 (4d6) fire damage. A successful DC 17 Dexterity saving throw halves the damage.

MOTIVATIONAL SCULPTURES

Three **bearded devils** are diverting runoff molten slag from a nearby foundry. A fourth **bearded devil** stands by a cage filled with **lemures**. After collecting a sufficient amount of slag, they grab a **lemure** and drip it into the molten metal. When the **lemure's** cries of pain stop, the devils pull out an iron casting of the **lemure's** death throes and toss it into a wagon. When the **bearded devils** tire of dunking one **lemure** at a time, the remaining ones are rounded up, stacked on top of one another, and the slag is diverted on top of them creating a larger sculpture of **lemures**. If questioned, the **bearded devils** explain that they were commissioned to create this "artwork" by Fierna, archdevil of Phlegethos. These **lemures** were incapable of fulfilling their original purpose, so their opportunity to redress this failure is to eternally serve as a reminder to others to act obediently. The artwork is one of a kind and not bartered by the devils. They intend to deliver it to Fierna immediately to avoid a similar fate.

MURDER MOST FOWL

A **night hag** that runs a large trading consortium has been working and experimenting over the last centuries in an attempt to create an infernal chicken; a creature not unlike the **abyssal chicken** but dispossessed of the chaotic tendencies of the

Abyss. For some reason, this is viewed as a bad thing. Agents of a **pit fiend** general have murdered the hag's apprentice and are looking to do the same to the hag. In exchange for a pouch of six *soul coins*, the hag is looking for an escort to a different layer of the Nine Hells where she can conduct her experiments in (relative) peace.

MY PILE OF MEAT AND TREASURE

A **horned devil** stands atop a pile of slain demons, scavenging scrap and treasure. The **horned devil** shouts threats at interlopers who it feels are looking to steal its potential score. If attacked, the devil barks an order and the three **barbed devils** digging in the pile erupt from within. If defeated, the **horned devil** wields a *+1 fork* (trident) made of wickedly sharp green steel.

NO REFUNDS

One of the merchants in Mahadi's Wandering Emporium is selling what appears to be a large ruby for only a few gold. The merchant attributes the discount to the poor cut and lack of clarity, but promises that the purchaser would be able to sell it for a great profit on the Material plane. This is naturally a lie, which a DC 21 Wisdom (Insight) check confirms; the object is a *soul gem* containing a terrible creature and the merchant is looking to get rid of it before its magic wears off in 1d10 days and releases it. Roll 1d6 to determine what resides within the gem:

1. A **death knight**
2. A **balor**
3. An **aboleth**
4. A **beholder**
5. An **ancient red dragon**
6. Marq, a brewer from Waterdeep (a **commoner**) with a powerful body odor.

ONE THE MARCH

A company of one hundred **bearded devils**, led by a **narzugon** riding a **nightmare**, are marching towards the characters. The party hasn't been spotted yet, but once the fiends round the next corner, there is nowhere to hide.

PRECARIOUS PASSAGE

The fortresses that hang from the walls of the great pit of Nessus are connected in some parts by precariously built rope bridges. These bridges are often known to break, sending those traversing

them plummeting into the bottomless depths below. A creature crossing a bridge when it breaks must succeed on a DC 11 Dexterity check or fall forever.

PREYING ON TOURISTS

Two **orthons**, Ryuakk and Prootu, lurk in the alleys and streets of Dis for potential marks; especially if they appear to be "from out of town." They pretend to be seedy merchants, potential guides, or trackers-for-hire, but in the end, they're thieves looking to score.

RITUALUS INTERRUPTUS

A group of six humanoid **cultists** from a different layer of the Hells are in a cave trying to bind a local **spined devil** into their service. Roll 1d6 to learn what layer of hell they hail from:

1. Dis
2. Minauros
3. Phlegethos
4. Stygia
5. Malebolge
6. Cania

ROBED WATCHER

A robed figure stands in shadow at a distance, watching the characters. It makes no move to interfere and if approached, attempts to teleport away. The figure is Alatrixiel the Watcher, a **cambion** wizard with the spell list of an **archmage**. Alatrixiel chronicles the travels of mortals in Hell and sends his reports on to Asmodeus. The characters' range of abilities are soon be known to the Lord of the Ninth!

SHOE-SUCKING FUN

The characters find themselves smack in the middle of a great field of wet, sucking mud. Characters moving through the muck must succeed on a DC 15 Strength (Athletics) check or stop moving and be drawn a foot into the mud. Characters that move 10 feet or less per turn make this saving throw with advantage while those utilizing the Dash action make the save with disadvantage. The DC increases by 1 for each foot a creature has sunken into the mud. Creatures completely submerged in the mud can't move and can't breathe (*Player's Handbook*). They are only freed by magic or by another creature helping them escape (DC equal to that of the final check they made before submerging). Creatures that die while submerged rise as a zombie at the end of the round following their death.

SICKLY GROVE

A grove of sickly trees offers a potential shelter. Roll 1d4 to see what awaits the characters:

1. The trees are actually an evil **treant** and five **animated trees**.
2. In the center is a mound of rocks and buried underneath is the corpse of an adventurer. The body is wearing beat up half-plate with the holy symbol of Helm and a rusted longword.
3. The trees are prehensile and carnivorous. Treat them as five **assassin vines**.
4. Nothing. It's actually a safe place to rest!

SINKHOLE

The ground beneath one of the characters gives way. The character must succeed on a DC 13 Dexterity saving throw or fall 60 feet to the complex's floor below. The complex is a long-lost temple to a **pit fiend** named Roorpekarr. A character that succeeds on a DC 19 Intelligence (History) check recalls he was destroyed in battle against a paladin in the service of Demogorgon.

SKULL-IN-THE-BOX

A **flameskull** has been trapped inside a chest, and now lies in wait for unsuspecting individuals to free it.

SPIES FOR GOODNESS

Zahn (aasimar **assassin**) and Varknoc (copper dragonborn **master thief**) are watching the characters from cover, trying to decide if they are allies worth trusting. They have come to the Nine Hells at the behest of Bahumat's court to gather information on infernal forces. From their surveillance, they know something relevant to the characters' current mission, and share it if the characters prove themselves worthy.

STOLEN GOODS

A street-side vendor offers a selection of barbed daggers made from green Infernal iron. One of them glows on command (20 gp). The dagger was stolen from a **bearded devil** who is looking for it and is unlikely to believe anyone who says they "bought it."

STRANDED

Zabraxis (**cambion**) and his two **imp** minions are working on a broken-down war machine. They are wary of help but don't want to be stranded in the wastes of Avernus. If the characters have their own

war machine, they try to steal it. If the party doesn't have a war machine, the fiends consider traveling with the party for "safety in numbers."

STREET RACE

A group of local entertainers has set up a game, enticing onlookers to try their hand at **hellhound** racing. Participants stand on a sledge pulled by **hellhounds** and must attempt a DC 18 Dexterity (Acrobatics) check to prevent the sled from tipping over. The length of the racecourse varies and requires more than one check. A character falling over takes 7 (2d6) bludgeoning damage as they bounce and roll over the rough infernal terrain.



TEMPTING FAYT

An orc warband led by an **orc eye of Gruumsh** named Fayt has wound up in the battlefields of the Blood War. Ever searching to slake her bloodlust, the orc warlord has cut a bloody swathe across Avernus, killing devils and demons alike with impunity. Naturally, both sides want to sway her to their side. Can she be persuaded to leave the Blood War behind and return to the Material plane or is death the only thing that stops her rampage?

TERMINAL BURROWING

The bodies of five planar travelers lay strewn about in various stages of undress. Footprints lead away from the bodies, ending at the mouth of a narrow, shallow burrow dug into the snow under a rock outcropping. Within, the characters find a tiefling named Raxim in the final stages hypothermia (five levels of exhaustion). Unless she's immediately tended to with magic or a fire and a successful DC 17 Wisdom (Medicine) check, she gains another

level of exhaustion and dies. If successful, she recovers only if kept constantly warm and sheltered from the environment. If she survives, she claims innocence in the deaths of her companions and tells of their strange behavior—undressing despite the frigid temperatures, digging and hiding beneath rocks, each other, etc. If returned to the Material plane, she facilitates a reward of 500 gp.

THAT'S A BIG SPEAR

An immense spear, nearly 100 feet in length, is impaled upon the ground; the skeletal hand of whatever colossal creature once wielded it still clutching at the cracked leather wrapped around its shaft. In the shadow of the spear's head, a group of six **maurezhi**, having assumed the forms of planar travelers, lure unwary travelers to their doom. Within their lair, the demons maintain a stock pile of treasures they've acquired from their victims. This hoard includes 200 gp, three *potions of healing*, a suit of *+1 studded leather*, and a *frostbrand shortsword*.

THE BOTTOM OF THE BARREL

An **archmage** imprisoned within Malsheem is rumored to have been to the bottom of the great pit and knows how to get there unharmed. Amid his insane ramblings are claims of a treasure so great that it rivals all of the collective wealth of the Material plane. Naturally, this is why Asmodeus has him imprisoned—he wants the treasure for himself!

THE DEVIL'S IN THE DEEP ALES

A renowned brewer made an astonishing discovery after draining the last of a wildly popular beer: a *soul coin* in the bottom of the fermenter. He credits the *soul coin* with how well the beer sold and is keen to repeat his success, no matter the cost. Roll 1d6 to figure out to which layer of the Nine Hells the brewer has sent the characters in order to obtain more of these treasures:

1. Minauros
2. Dis
3. Phlegethos
4. Malebolge
5. Maladomini
6. Nessus

THE LOYAL LEGIONNAIRE

Grapnap, an **imp** and member of Pipypap's Legion, is imprisoned by a nearby **bone devil**. While unable to reward them directly, he assures his rescuers that the Legion is good for it. But before he returns to the Material plane, he must reclaim a bag he borrowed from a friend.

TRAPPED UNDER ICE

A dark shape lurks within a huge chunk of ice. Though the precise form is indistinguishable, the faint glint of metal is seen within the depths. The ice is as hard as steel (AC 19, 150 hit points; resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks, immune to cold, poison, and psychic damage, vulnerable to fire damage) and if broken reveals what was frozen within. Roll 1d6 to determine what was imprisoned within the ice:

1. A **bone devil** with a sharp metal spear.
2. A swarm of twelve **chasmers** bound together with a cold iron chain.
3. A **behir** with a golden collar worth 1,000 gp.
4. A **sucubus** 17 years into a thousand-year long magically induced slumber wearing a belt of fine electrum chain worth 50 gp.
5. Yigwin, an **imp** in Pipypap's Legion holding an iron fork.
6. Eryn (a **commoner**), the wife of a Waterdavian brewer (from the encounter No Refunds) wearing a golden wedding band.

TURN OF THE CARD

The **night hag**, Ixpanialthea, is disguised as a tiefling fortune teller and offers to tell a character's future for a *soul coin*, though she can be talked down to 10 gp. If the character willingly turns the card on her magical deck of cards, they find themselves cursed when they next complete a long rest. Roll 1d6 to determine how they are cursed:

1. The character ages one year for every week that passes.
2. The character becomes cold and ceases to feel connections to others. They lose any Bonds they have.
3. The character becomes clumsy and suffers disadvantage on Dexterity ability checks.
4. The character becomes sickly and acquires a random disease every week (*Chapter 8, Dungeon Master's Guide*).
5. The character cosmetically looks like a **nupperibo** during the day, but adopts their normal form at night.

6. The character develops a sleep walking disorder where they wander off every time they try to rest.

In order to break the curse, the character must sign an infernal contract with Ixpanialthea or an archdevil. Of course, what they want in exchange isn't good...

UNEXPECTEDLY RIDERLESS

An **adult silver dragon** and her aging bound paladin ventured into the Nine Hells in pursuit of a glorious death. However, instead of falling in battle, her companion has been captured by a group of **chain devils** lead by a **horned devil**. She is desperate for someone to find her companion and provide him a hero's death to release him from his suffering. Roll 1d4 to determine the complication:

1. The dragon is a devil and the paladin a powerful rival.
2. The paladin insists that he must die in single combat and challenges the characters to do the deed.
3. The dragon succumbed to the temptations of a devil and the paladin is the only reliable witness and must be slain to protect her.
4. No complication, everything goes as smoothly as it can for the Hells.

URBAN DECAY

A nearby building collapses due to the ravages of time, war, and decay. Any creature within 60 feet of the falling building must make a DC 17 Dexterity saving throw, taking 66 (12d10) bludgeoning damage or half as much on a successful save. Creatures that fail the saving throw are also buried beneath tons of rubble and barring the use of magic, large-scale excavation must occur to free them; something that the locals are unwilling to undertake.

WAIT UNTIL THE FOLKS BACK HOME SEE THIS!

An **archmage** visiting the Nine Hells has defeated the crew of an infernal war machine and is attempting to repair it before returning to the Material plane with the device in tow. It's safe to assume that this isn't the best idea, so it's up to the characters whether to help by purchasing spare parts from Mahadi's Wandering Emporium for the cost of a few *soul coins*. Alternatively, they could hinder the wizard, though he reacts violently if they do so. Roll 1d6 to determine what the war machine's problem is:

1. The pain gasket is torn.
2. There's a hole in the hate tank.
3. It needs a new envy limiter.
4. The seat belt is broken.
5. It's got a leaky spark tube; it's totaled.
6. The miniature giant space hamster powering the whole she-bang was accidentally squished.

WAY HOME

A lonely archway of stone stands alone; a portal to a neighboring layer of the Nine Hells. Unfortunately, the portal needs to be activated before it is used.

Infernal writing reveal that the archway is activated by:

1. Sacrificing a creature upon its stones.
2. Inserting a *soul coin* into a slot in the archway.
3. Reciting a blasphemous prayer to the archdevil who is Lord of the destination.
4. Burning a holy symbol or prayer book devoted to a good-aligned deity.
5. Sacrificing gold equal to the character's level x10.
6. Giving up magical energy by sacrificing one of the character's daily spell slots or a potion of Uncommon rarity or greater.

WELCOME FLAME

In a small cave, an infernal flame the size of a campfire burns while consuming no fuel but providing significant warmth. It is likely to attract attention.

WHAT WAS LOST IS STILL LOST

A fabulously wealthy lord seeks adventurers brave and powerful enough to venture to Nessus to break into Asmodeus' prison and reclaim the soul of his only son and heir to his throne. Naturally, this task proves to be much more than it would appear to be. Asmodeus, ever seeking to make a deal, surrenders the soul—but for a cost that can't be paid in simple gold. Can the lord be persuaded to pay it?

WORDS ARE MORE THAN JUST WIND

A human **war priest** has made her home in a shallow, icy cave on the slopes of a great mountain with the intent of spending her remaining years

in study and contemplation. Little did she expect to happen upon a vile plot by the archduke, Mephistopheles, to usurp Asmodeus and claim the Ninth Layer, Nessus, for himself. Now, the **war priest** must secure as much of her belongings as she is able (her most precious possessions are packed away within her *portable hole*) and flee Cania. Unfortunately, both the Lord of the Eighth and the Lord of the Ninth seek to claim her secrets.

X MARKS THE SPOT

A chance encounter with a stranger yields a cryptic treasure map leading to the Nine Hells. At the end: an otherworldly treasure. Those who follow the map are led to a fathomless pit with an abandoned fortress built into the wall a thousand feet down. Those that are able to bypass the keep's deadly and cruel traps find a chest full of golden coins minted with the heraldry of a kingdom whose name has been long since lost to time.

YOU'LL FETCH A PRETTY PENNY

Two **chain devil** slavers, Quor and Rolz, have established a great lair within the ruins of a large castle, emerging only when their **spined devil** spy returns with news of travelers passing near their domain. Those captured by the **chain devils** are taken to Malagard via armored wagons. Unbeknownst to the **chain devils**, though, they're being spied upon by a band of aasimar **knights** looking to put an end to their slaving once and for all.



CHAPTER 2: RANDOM FIENDS

Part of telling an interesting story is creating memorable NPCs. Unfortunately, when put on the spot, too many devils end up being named Bob and have the stereotypical red skin, horns, and a forked tail. Never let it happen to you again! Presented below are a series of random charts to use to generate a name and description of a randomly encountered devil. If your randomly generated name doesn't sound quite right, try adding an additional syllable.

STEP 1: DETERMINE THE NUMBER OF SYLLABLES

d6	Syllables in the Devil's Name
1-2	One element
3-4	Two elements
5-6	Three elements

STEP 2: GENERATE THE SYLLABLES

d20	Syllable One
1	Kerz
2	Lor
3	Thra
4	Kil
5	Pross
6	Kor
7	Pyx
8	Rez
9	Try
10	Far
11	Ho
12	Ruul
13	Qoo
14	Say
15	Oly
16	Term
17	As
18	Gort
19	Amul
20	Durr

d20	Syllable Two
1	Zan
2	Qee
3	Awm
4	Rin
5	Er
6	Rel
7	Ren
8	Zel
9	Sul
10	Lyn
11	Zor
12	Zan
13	Zit
14	Hain
15	Tap
16	Meg
17	All
18	Oon
19	Shan
20	Dool

d20	Syllable Three
1	Rum
2	Net
3	Niz
4	Liiz
5	Luuz
6	Ool
7	Shan
8	Yra
9	Baan
10	Boon
11	Buuk
12	Mar
13	Zin
14	Roоз
15	Ploog
16	Vyln
17	Iel
18	Booq
19	Byr
20	Foon

STEP 3: GENERATE A DESCRIPTION

LEMURES AND NUPPERIBOS

d6	Description or Quirk
1	This devil constantly emits a pitiful moaning sound akin to a wounded dog or cat.
2	This creature is aggressive against others of its kind; often lashing out against them for no discernable reason.
3	A glimmer of intelligence twinkles behind this fiend's eyes, though it is just as stupid as others of its kind.
4	This fiend has unusually long and sharp claws or teeth and deals one additional point of damage with its attacks.
5	One of this devil's eyes is missing. It has disadvantage on Wisdom (Perception) checks based on sight.
6	At some point this creature served as a pack animal for another devil; it's got a satchel strapped onto it containing a <i>soul coin</i> and a hunk of now rotted meat.

IMPS & SPINED DEVILS

d6	Description or Quirk
1	This cunning devil wears pieces of leather armor embossed in Infernal runes, increasing its AC by 1.
2	Due to a maimed and twisted wing, this devil prefers to walk. Its flight speed is reduced by 10 feet.
3	This fiend is accompanied by a pair of lemurs on long leashes of what appears to be human hair.
4	This creature has unusual mottled blue and green skin with razor sharp chunks of white crystal for teeth and claws.
5	This devil's large, floppy ears grant it advantage on Wisdom (Perception) checks based on hearing.
6	This devil is silver-tongued and when conversing with a mortal, has the unerring ability to know their heart's desire.

BEARDED DEVILS AND MERREGONS

d6	Description or Quirk
1	One of this devil's arms has been replaced with a mechanical limb made of green steel that functions normally.
2	A third arm protrudes from this creature's torso, granting it advantage on Strength (Athletics) checks made to grapple a creature.
3	A blood-red gem is embedded in this creature's forehead, granting it limited foresight and allowing it to make Initiative checks with advantage.
4	This fiend speaks in rhyme and cackles and sings with maniacal glee in combat.
5	This devil whimpers and mewls when it speaks; it's obviously not getting promoted soon.
6	Eager for promotion (almost too eager), this rather dense devil repeats the commands of its superiors before rushing off to execute them—no matter how simple they are.



BARBED DEVILS

d6	Description or Quirk
1	This creature wears a belt with a number of pouches and is heavy with 200 jingling green steel coins (worth 312 gp).
2	This devil wears a backpack containing an iron ingot, an emerald, and a steel bracelet worth a combined total of 75 gp. It also has an incomplete map drawn on human skin, complete with an "X."
3	In combat, this fiend singles out the enemy that is dressed in the finest clothes and if it defeats it, spends its next turn rifling through its pockets.
4	This devil literally has an extra pair of eyes in the back of its head. As such, it can't be surprised and has advantage on Initiative checks.
5	This fiend wears a monocle consisting of a crystal lens in a gold setting.
6	Conversations with this devil are maddeningly frustrating as it speaks in conundrums and answers questions with questions of its own and usually unrelated to the one it was initially asked.

CHAIN & BONE DEVILS

d6	Description or Quirk
1	Barbed iron or bone spurs jut from this creature's joints. Creatures grappling the devil take 7 (2d6) piercing damage at the end of each of their turns.
2	A hazy, poisonous cloud constantly surrounds this devil, lightly obscuring it. Any creature that enters the cloud or starts their turn in it must succeed on a DC 15 Constitution saving throw or take 13 (2d12) poison damage.
3	This frantic devil moves with startling alacrity. If it uses its Multiattack, it makes an additional claw or chain attack.
4	This devil is completely mute, but gains telepathy 60 ft. When in the presence of mortals, it constantly communicates subtle threats and promises of horrible pain.
5	Ever looking to strike a deal, a string of three <i>soul coins</i> hangs from a belt around the creature's waist. It has a weakness for those who would do anything for love.
6	This devil holds a contract with a powerful mortal wizard who he refuses to name but promises to exact vengeance upon those who wrong him.



ORTHONS

d6	Description or Quirk
1	A pair of canvas baby shoes hang from a delicate silver chain at its waist. If asked about them, it only grins in response.
2	This devil's crossbow bears an unusual mechanism consisting of a steel tube set with crystal lenses, doubling the range on attacks made with it. If the demon is slain, the crossbow shatters.
3	This fiend wears a backpack containing the remains of several dogs and cats in various stages of decay.
4	The goggles this devil wears are set with lenses of blue crystal that appear to allow him to see in even magical darkness, but they don't function for anyone else.
5	This devil knows the name of anyone it speaks to and repeats it at the end of each sentence it says to them.
6	This fiend leaves backwards footprints that make it appear as if its walking in the opposite direction.

HORNED DEVILS

d6	Description or Quirk
1	A crown of green flame floats between this creature's horns. In combat, the flame turns white.
2	This devil's wings are covered in glistening white feathers and it speaks in a melodic voice despite its otherwise brutish appearance. In conversation, it occasionally mentions serving Torm long, long ago.
3	This devil hurls flaming skulls that deal an additional 7 (2d6) bludgeoning damage when using its Hurl Flame action.
4	This creature's tail ends in a heavy club. Its Tail attack deals bludgeoning damage instead of piercing.
5	This creature claims to have invented the question mark.
6	This fiend has a large wooden keg strapped to its back filled with a potent liquor. In exchange for their soul, it allows a mortal to drink from the keg. If they accept, they must make a DC 13 Constitution saving throw or die. If successful, the devil gifts them with a diamond worth 150 gp (but keeps their soul).

ERINYES

d6	Apparent Gender
1	Male
2	Female
3	Indiscernible traits or multiple

d6	Description or Quirk
1	This devil wields a pair of whips (using the same statistics as their longsword attack, save for the option to use it with two hands) made of strings of human finger bones. It uses the Rope Variant presented in the Monster Manual.
2	This fiend wears no clothing beneath armor made of semi-transparent glass.
3	This creature's mouth has been stitched shut with a length of crude twine. Blood constantly weeps from the wound.
4	Two orbs of glittering onyx have replaced this creature's eyes that stand in stark contrast with its unusually pale skin.
5	This creature wields no weapons; instead its fingernails are wickedly sharp and made of green steel. Its attacks otherwise use the same statistics as its Longsword attack.
6	Nothing remains of this devil's wings but stumps of charred bone, rendering it unable to fly.

NARZUGONS

d6	Description or Quirk
1	A tattered standard on an iron staff protrudes from the back of this devil's armor. In combat, the standard's Infernal runes glow with a sickening green radiance.
2	Blood oozes from the joints of this creature's armor; the ground spitting and sizzling where it lands.
3	The fiend is escorted by a squire (a barbed devil), also riding a nightmare .
4	This devil wields two hellfire lances and attacks with both of them at the end of a charge.
5	This fiend still bears shreds of the honor it bore in life. In combat, it challenges the most powerful foe to single combat (and honors challenges of the same from others).
6	This creature abandons its lance after its initial charge and draws a jagged obsidian greatsword, dealing 12 (2d6 + 5) slashing damage plus 16 (3d10) fire damage on a successful hit.



ICE DEVILS

Description or Quirk	
1	The pommel of this devil's Ice Spear is wrapped in the hide of a white dragon and it wears the dragon's skull as a helm; drifts of white mist emanating from its nostrils.
2	This devil's mandibles clatter and click incessantly when it talks and once per long rest the devil can use an action to click and clack, causing one creature within 30 feet that can hear to make a DC 17 Wisdom saving throw or gain a short-term madness (<i>Dungeon Master's Guide</i>).
3	An imp wearing half-plate armor and wielding a light crossbow rides on this devil's back; shooting icicles at whomever its master directs it to. If the imp takes damage from any source, the ice devil uses its reaction to momentarily encase the imp in ice and reducing the damage to 0.
4	Dark, humanoid shaped forms are seen within a wall of ice conjured by this devil. The forms don't move, but emit muffled screams of terror and agony.
5	This devil professes to be a scholar (producing a satchel containing a few rare books as proof). It has the spellcasting trait and has three 1st-level spell slots with which it casts <i>absorb elements</i> , <i>shield</i> , and <i>magic missile</i> .
6	This fiend wears a suit of <i>+1 plate armor</i> and a <i>ring of protection</i> , increasing its AC by a total of 2.



AMNIZUS

d6 Description or Quirk	
1	This amnizu is actually a shapechanged gold dragon ; though it has retained this form for so long that it's nearly forgotten. Characters succeeding on a DC 18 Wisdom (Insight) check notice the amnizu unknowingly hint at its true form. If returned to its true form, the dragon rewards the characters with 1,000 pp.
2	This devil wears robes of embroidered white silk with gold and platinum stitching. In discussion, it refers to itself in the third person.
3	The ring that this fiend wears on its finger is actually the phylactery of the lich that serves as its aide de camp (though the lich uses disguise self or other magic to appear human). If the fiend is slain, the lich quickly moves to retrieve its phylactery before <i>plane shifting</i> away.
4	This fiend holds court atop a throne consisting of a huge swarm of larva that moves wherever their master telepathically wishes to go.
5	The robes that this creature wears conceals a lower torso consisting of a writhing mass of tentacles. The amnizu has no limit to the number of creatures that it is able to grapple.
6	This devil's teeth are unusually long and sharp. It makes a bite attack as part of its Multiattack: Bite. <i>Melee Weapon Attack</i> : +11 to hit, reach 5 ft., one target. <i>Hit</i> : 44 (8d10) poison damage.

PIT FIENDS

d6	Description or Quirk
1	This fiend is clad in head-to-toe black iron plate with a small forge on his back that spews molten iron. Creatures within 10 feet of the pit fiend at the start of its turn must make a DC 21 Dexterity save, taking 28 (8d6) fire damage or half as much on a successful save.
2	This devil wields a pair of green steel halberds. It makes two Halberd attacks using its Multiattack instead of a claw and mace attack. Halberd. <i>Melee Weapon Attack</i> : +14 to hit, reach 10 ft., one target. <i>Hit</i> : 14 (2d10 + 8) slashing damage.

3	This creature has a pair of tentacles protruding from its back and is able to grapple a creature within 10 feet as a bonus action (+14 to check). It is able to grapple two creatures in this way.
4	This devil speaks in a booming voice that echoes painfully within the minds of those who hear its words.
5	This fiend is never without its contingent of six bearded devil attendants.
6	This devil has Legendary Resistance; three times per day, if it fails a saving throw, it chooses to succeed instead.



CHAPTER 3: HELL ON WHEELS

One of the most interesting additions that *Baldur's Gate: Descent into Avernus* brought to the Nine Hells was Infernal War Machines and driving rules. Here are a few more expansions to bring your wheels to Hell!

STUNTS

Baldur's Gate: Descent into Avernus offers several different ways in which to use your infernal war machine, but the list leaves out a number of cinematic driving maneuvers that your players might want to try. As these stunts are not within the bounds of normal vehicular operation, the character must succeed on an ability check. Characters proficient in land vehicles add their proficiency bonus to these checks.

Extreme Failure. Some of these stunts are not without their risk. If the driver fails the ability check by 5 or more, an additional negative effect occurs similar to those found on the mishap table in *Baldur's Gate: Descent into Avernus*.

AIM

Weapon Station, Action, None

A crew member manning one of the weapon stations spends a round lining up their shot to gain advantage on the next attack roll they make with that vehicle's weapon before the end of their next turn.

BAIL

Any, Action, DC 15 Dexterity (Acrobatics)

The driver or a passenger jumps free of the vehicle. If the driver bails, the vehicle continues uncontrolled on its previous path for one round before slowing or crashing (DMs discretion). Individuals who bail suffer 3 (1d6) bludgeoning damage per 20 feet of the distance that the vehicle last moved and land prone. If the creature succeeds by 5 or more, they are not prone.

Extreme Failure. The individual suffers 3 (1d6) bludgeoning damage per 10 feet of the distance that the vehicle last moved.

BOOTLEGGER'S TURN

Helm, Bonus Action, DC 18 Dexterity

The driver forces the vehicle into a spin intended to reverse the direction of travel of a forward-moving automobile by 180 degrees. Doing so also causes the vehicle to stop after moving its speed.

Extreme Failure. The vehicle goes into an uncontrolled spin. The vehicle moves its speed in a random direction and the driver must use their reaction to succeed on a DC 20 Dexterity check or flip the vehicle (as the mishap).

EVASIVE DRIVING

Helm, Bonus Action, Dexterity vs. opponent's Wisdom (Insight)

The character tries to avoid attempts to hit their vehicle by driving in an erratic pattern. If the driver beats their foe's Wisdom (Insight) check, the vehicle gains the benefit of the Dodge action.

EXHAUST CLOUD

Helm, Bonus Action, DC 15 Intelligence

Enemies can't hit what they can't see. By flooding the engine and gunning it, the driver lets out a big cloud of exhaust, heavily obscuring the vehicle and creatures on or in the vehicle from those behind it for one round.

Extreme Failure. The vehicle stalls and only moves at half speed this round.

HOLD TOGETHER BABY

Helm, Bonus Action, DC 20 Dexterity, Inspiration

When an infernal war machine drops to 0 hit points, it normally ceases to function. By spending inspiration and succeeding on an ability check, the driver manages to keep the infernal war machine together long enough to operate one more round. This might be the difference between parking and crashing.



JUMP

Helm, Bonus Action, DC 15 Dexterity

The driver attempts to jump a chasm, ravine, or other gap in a vehicle not designed for it. If the vehicle moves at least 30 feet in a straight line, it clears a distance of up to half its speed when jumping over the gap. Each foot it clears on the jump costs a foot of movement. If the character fails the check, the vehicle falls into the gap.

PIT

Helm, Bonus Action, Dexterity vs. opponent's Dexterity (Land Vehicles)

The driver attempts to bump an adjacent vehicle of the same size or smaller and force it to turn sideways abruptly and stop.

Extreme Failure. The driver's vehicle suffers a mishap.

SPOTTER

Passenger, Action, DC 12 Wisdom (Perception)

A passenger in the vehicle uses their action to look for danger, giving the driver advantage on checks to drive through challenging terrain.



NEW VEHICLE: IMPALER

The thrill of chasing your prey at great speed has started to see the exporting of infernal war machines from Avernus to other layers of the Nine Hells. Unfortunately, wheeled vehicles are not well suited to some terrain, such as the swamps of Minauros or the ice and snow of Stygia or Cania. Enter the Impaler; a tracked vehicle with skis in the front meant to glide over mud or ice that handles similarly to a snowmobile or jet ski. In true fiendish fashion, the vehicle sports several long spikes on the front suitable for ramming victims so the driver is able to ride off with them once they are impaled.

IMPALER

Large vehicle (500 lb.)

Creature Capacity 2 Medium creatures

Cargo Capacity 50 lb.

Armor Class 22 (18 while motionless)

Hit Points 30 (damage threshold 5, mishap threshold 10)

Speed 60 ft.

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

Damage Immunities fire, poison, psychic

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

Impaling Spikes. The front of the Impaler is covered in wicked spikes. The Impaler is able to move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 7 (1d8 + 2) piercing damage and be restrained. This is in addition to the normal 1d6 bludgeoning damage to the creature for every 10 feet the vehicle moved since its last turn (maximum 20d6) for crashing into a creature with a vehicle. A Medium or smaller creature restrained by the Impaler automatically moves with the Impaler when it moves. In order to break free of the Impaler without taking damage again, the victim must succeed on a DC 13 Wisdom (Medicine) check. This trait can't be used against a particular creature more than once each turn.

Jump. If the Impaler moves at least 30 feet in a straight line, it clears a distance of up to 60 feet when jumping over a chasm, ravine, or other gap. Each foot it clears on the jump costs a foot of movement.

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

Prone Deficiency. If the Impaler rolls over and falls prone, it can't right itself and is incapacitated until pulled upright.

Skids. The Impaler is adapted to moving over ice and mud. Its speed is doubled under these conditions.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the Impaler.

REACTIONS

Juke. If the Impaler can move, the driver is able to use its reaction to grant the Impaler advantage on a Dexterity saving throw.

AQUATIC MODIFICATION

The Impaler can be modified for aquatic environments by sacrificing the cargo space to install floats. An aquatic Impaler has a swim speed equal to its normal movement speed. It cannot dive below the surface.

CHAPTER 4: EXPANDED ENCOUNTERS

When using the random encounters presented in Chapter 1, it's easy for your players to become interested in what happens next for the NPCs their characters meet. What follows are a few expanded encounters, each taking about one hour to complete and designed so that they can be used in your D&D Adventurers League game or in your home game.

These adventures make excellent side quests for your *Baldur's Gate: Descent into Avernus* or *DDAL00-11 Pipyap's Guide to All of the Nine Hells* campaigns. Many of the locations mentioned here are further describe in *Pipyap's Guide to All of the Nine Hells*.

D&D ADVENTURER'S LEAGUE

If you are using these adventurers for D&D Adventurers League characters, there are a few things you need to keep in mind.

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

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 they 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.

Direct 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

REWARDS

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

CHARACTER REWARDS

The characters earn the following rewards for playing each of these adventures:

ADVANCEMENT

Upon successfully **completing** an 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 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; typically, one hour for these adventures. 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

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.



BAD SEED

Estimated Duration: 1 hour

Favored Pillars: Combat, Exploration, Social

This adventure is designed for **three to seven 1st-4th-level characters** and is optimized for **five characters with an average party level (APL) of 3rd**. Characters outside this level range cannot participate in this adventure.

DDAL00-12a Bad Seed by Greg Marks occurs in the city of Dis, on the second layer of the Nine Hells.

BACKGROUND

NEIDHARD, the son of Waterdavian brewers **MARQ** and **ERYN** sought to escape a boring future crafting beer and so made a deal with a minion of the archdevil **DISPATER**. In exchange for the souls of his parents, he was granted magical power. Unfortunately, the boy didn't read the fine print in his contract too well and he is serving the armies of Dis as their brewer for eternity. Now he works tirelessly under the gaze of the spined devil **CHEZRURC** who holds the contract and forces the teen to brew!

ADVENTURE HOOKS

This adventure works well if the characters have rescued Marq (No Refunds) and/or Eryn (Trapped Under Ice). Both of the brewers know that their son sold them to devils and has been led astray. They want the characters to bring the traitorous teenager back to face justice.

If you are playing *DDAL00-11b When the Debt Comes Due* and your characters have crossed paths with the **night hag**, Tal'kandelagrag, she directs the characters towards the young brewer, seeking to wrest his contract away from the archdevil. Her store deals in the unusual and a good brewer is hard to find.



ADJUSTING THE SCENE

Here are some suggestions for adjusting the number of foes in the entire brewery:

- **Very Weak:** Remove six **lemures** and Neidhard has used one of his spell slots today.
- **Weak:** Remove three **lemures**.
- **Strong:** Add a second **spined devil** to **Area 8**.
- **Very Strong:** Add a **bearded devil** to **Area 8**.

CALL TO ACTION

The characters have been tasked with either bringing the boy and his contract back to the Prime Material to face justice, or stealing his contract for the **night hag**, Tal'kandelagrag.

BLACK IRON BREWERY

Neidhard lives and works at the Black Iron Brewery in Dis along with several other devils. The brewery is active at all times of day.

The massive iron building sports a metal shingle depicting a black iron mug with foam dripping down the side. The echo of breaking glass and swearing is heard from a pair of large, open double doors.

AREA INFORMATION

The brewery has the following general features.

Dimensions & Terrain. As is typical of Dis, everything is made of infernal green iron, though the outside of the building has been painted black.

Lighting. Each of the rooms have torch sconces in the shape of metal beer tankards. Each sconce is topped by a *continual flame* spell providing bright light. There is no light at all in area 10.

Doors. All of the doors are made of infernal iron and are not locked unless otherwise noted.

1. BREWERY FLOOR

The brewery floor is usually a flurry of activity. Six **lemures** and Neidhard (human male teen) are here. The **lemures** are not very good at their job and Neidhard has taken to throwing bottles at them in frustration, so there is broken glass all over. A large iron bar is propped next to the large doors, allowing them to be barred when the brewery closes. See **Creature Information** for more on Neidhard.

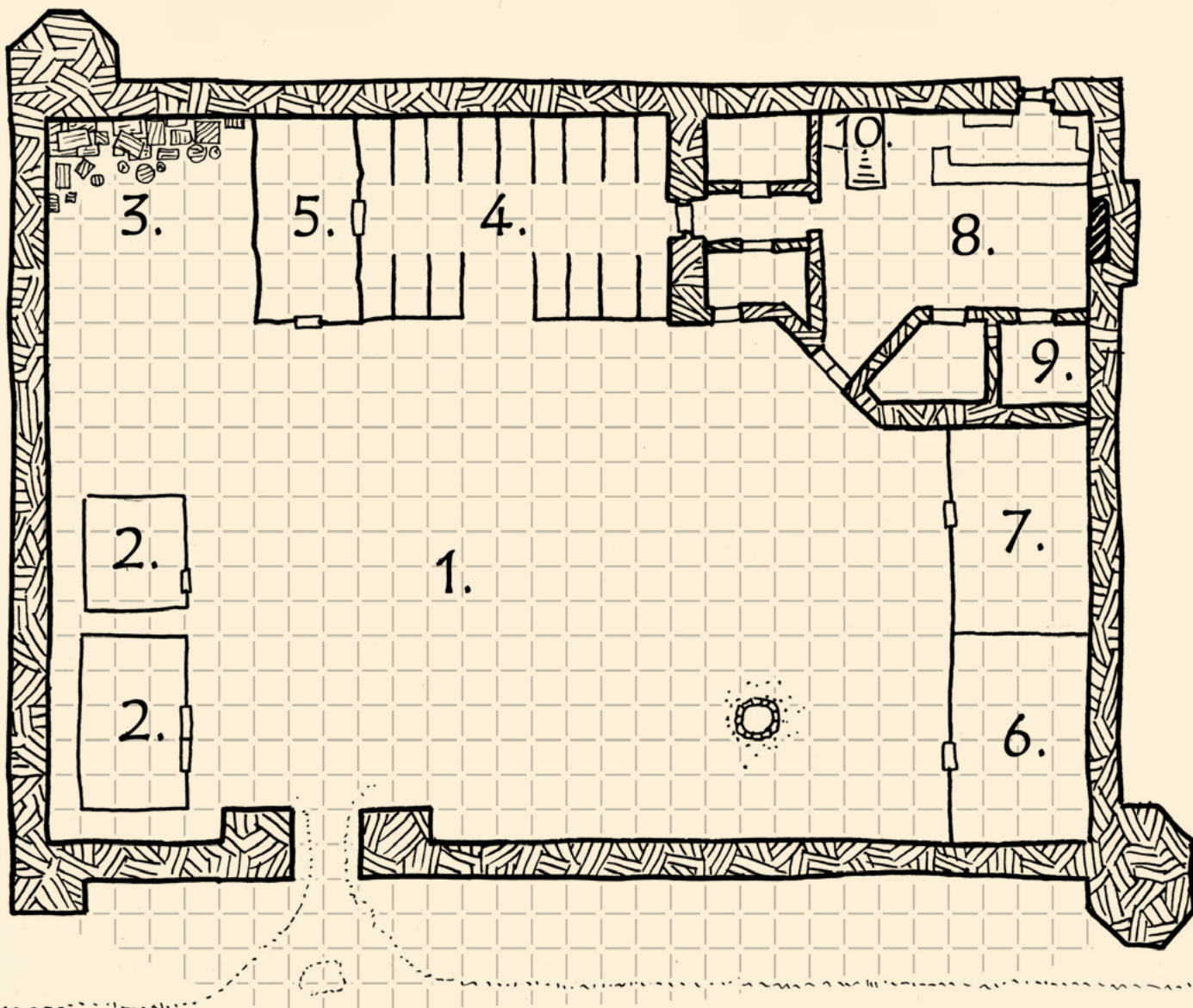
Well. A well is sunken here, providing a slightly sulfur smelling water for the brewing.

2. FERMENTATION VESSELS

Two massive fermenters dominate the brewery floor. Current signs name the current brews in process as a Sweet Temptation red and Darker than a Devil's Heart stout.

3. EMPTIES

A ramshackle pile of barrels, crates, and bottles are piled in this corner awaiting use.



4. INGREDIENT STORAGE

This room is filled with shelves upon shelves of ingredients for the brews made here. Everything from different strains of hops and barley to fruits and spices.

Unusual Ingredient Safe. In the north east corner, there is a small wall safe that contains especially rare or valuable ingredients. It is opened using thieves' tools (DC 15 Dexterity check) or by listening for the tumblers (DC 20 Wisdom (Perception) check). Inside are two vials of demon ichor, an angel's feather, and a small pouch of wheat from Elysium. They could be sold to interested parties for 15 gp each.

The combination is found in Chezurc's room (Area 9).

5. SUPPLIES

Supplies and tools for brewing are organized on shelves in this room. There is enough to cobble together a brewer's supply toolkit. The key to the **lemure** cage door (Area 7) hangs from a hook next to the door.

6. NEIDHARD'S ROOM

This orderly bedroom has a bed, standing wardrobe filled with clothes, and small shrine to Dispatser.

Shrine. A successful DC 13 Intelligence (Investigation) check notes that the shrine has a thin layer of dust, suggesting that it hasn't been used in some time.

7. LEMURE CAGE

A door made of bars provides entrance to this wreck of a room. The **lemures** are caged here when not being forced to work. The walls are scarred by their claws and waste.

Barred Door. The door is locked (DC 15 thieves' tools) when all the **lemures** are inside. The key is found in Area 6.

8. BAR

A small bar with adjoining private rooms offers a taste of the brewery's wares. The door to the alley is locked (DC 20 thieves' tools). Chezurc carries the key. Chezurc the **spined devil** is usually be found

lounging here, with a single **lemure** behind the bar. See **Creature Information** below for more on Chezrurc.

Cash Box. Under the bar is an iron box with a simple unlocked latch. Inside is 17 gp, a monocle worth 10 gp, and one *soul coin* with only one charge remaining.

9. CHEZRURC'S ROOM

The door to Chezrurc's room is always locked (DC 20 thieves' tools). Inside is a perch that it sleeps on, a locked trunk, and a rolltop desk.

Desk. The desk is covered in well-organized paperwork detailing all of the purchases of materials, sales of beer, and current inventory. A successful DC 13 Wisdom (Perception) check while searching it locates "6-12-18" scratched on the underside of one of the drawers; the combination for the unusual ingredients safe (**Area 4**).

Trunk. The trunk is locked (DC 15 thieves' tools) and trapped. Inside are Chezrurc's valuables: 17 gp, a *potion of hill giant strength*, and a bottle of beer with Neidhard's contract on the label. If someone drinks the beer, the contract is dissolved and Neidhard loses all of his abilities becoming a **commoner**, but is free to leave the Nine Hells. If Neidhard drinks the beer, the contract is broken, but he keeps his powers.

ADVENTURERS
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TRAPPED TRUNK

The trunk is trapped with a small rune on the inside of the lid. If it is opened not using the correct key, the rune triggers releasing *burning hands* spell in front of the trunk 10 (3d6) fire damage in a 15-ft. cone, DC 13 Dexterity for half damage. The rune is detected with a *detect magic* or successful DC 20 Wisdom (Perception) check. The location of the rune makes it very difficult to disarm (DC 25 (Dexterity) check).

10. RAMP TO BASEMENT

This ramp leads to a room the size of the entire complex. The is magically cooled and filled with barrels of beer awaiting shipment. The room is not lit, and there are many places to hide.

CREATURE INFORMATION

The staff of the Black Iron Brewery are used to visitors looking to purchase their wares, so anyone not skulking about simply walks in and Neidhard greets them. If they are interested in sampling brews or making a purchase, he directs them to Chezrurc in **Area 8**.

The **lemures** are mindless minions who ignore all visitors to the brewery unless ordered by Neidhard or Chezrurc. If forced to choose between conflicting orders, they always follow Chezrurc's orders.

Neidhard. Neidhard is a human teen boy that is torn between the boredom of a lifetime of brewing and his thirst for power. He puts on a smile when customers come into the brewery because he doesn't want to be punished by Chezrurc. A DC 12 Wisdom (Insight) notes that Neidhard's pleasant demeanor is forced.

What Does Neidhard Want? He has no care for anyone but himself and kills or steals to advance himself. He sacrificed his own parents for the power he has now. He wants to find some way to advance himself in the hierarchy of the Hells while not losing the power he has already gained. Killing Chezrurc and recovering his contract makes him happy.

What Does Neidhard Know? Neidhard knows where everything of value is in the brewery and the secret of the brewing in the Hells is putting a drop of demon ichor in each batch, allowing devils to experience drunkenness despite their normal immunity to poison. He trades this information for his freedom. He lies to the characters claiming that he needs to drink the beer to be free and comes with them wherever they wish. Of course, he plans to murder the characters as soon as he can.

ADVENTURERS
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NEIDHARD

Neidhard uses the statistics of a **firenewt warlock of Imix** with the following modifications:

- Neidhard is human instead of a firenewt.
- Neidhard speaks Common instead of Draconic.
- All of his gifts, including the racial abilities of a firenewt, have been bestowed by Dispater.
- Neidhard wears a *cloak of many fashions* with the *temperate* minor property.

Chezrurc. The **spined devil** Chezrurc is in charge of the brewery and it greatly enjoys its position of power. It lords over Neidhard and visitors as though it were master at a great mansion.

What Does Chezrurc Want? Chezrurc wants nothing more than run a successful brewery so that it is rewarded and advanced in the hierarchy.

What Does Chezrurc Know? Chezrurc knows that Neidhard seeks to harm it, but doesn't believe it's within his ability to do so. Chezrurc carries a key ring with the keys to the doors to **Areas 8** and **9**, as well as the trunk in **Area 9**.

CONCLUSION

If Neidhard is brought back to the Prime Material Plane, his parents regret what has become of their son but they see to it that he is brought to justice under the Waterdeep Code Legal.

ADVENTURERS
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PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. As the devils are busy running the brewery, it's easy to separate them. However, if a combat begins, any member of the brewery calls for help and everyone comes running. Using the lemure cage or the basement are good ideas for smart characters to enforce separation.

Exploration. The brewery closes up for eight hours each night, giving the characters a chance to break into the brewery and get a look around or find a place to hide.

Social. The social dynamic between Neidhard and Chezurc as they seek to outmaneuver each other gives characters pretending to be buyers an opening to get free reign of the brewery. There is ample opportunity to make a deal with Neidhard for help against Chezurc, though he cannot be trusted.



A HELPFUL DISTRACTION

Estimated Duration: 1 hour

Favored Pillars: Combat

This adventure is designed for **three to seven 5th-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.

DDAL00-12b A Helpful Distraction by Greg Marks occurs on Avernus, on the first layer of the Nine Hells, but is easily relocated to another layer of the Nine Hells.

BACKGROUND

ZAHN (aasimar **assassin**) and **VARKNOC** (copper dragonborn **master thief**) have come to the Nine Hells at the behest of Bahumat's court. The pair has spent most of their time watching and waiting for the right opportunity. The time has come. A courier has transferred a scroll tube to a waystation. The tube contains **TIAMAT'S** latest plans to wrest control of **AVERNUS** from the archdevil **ZARIEL**, and is due to be sent off to some of the Dragon Queen's more powerful lieutenants.

Unfortunately, the waystation, called the **TOWER OF SCALES**, is virtually impregnable. It is magically sealed to have no entrance or exit, and no magic gets inside. But the pair have an idea. If someone antagonizes the abishai inside enough to open the tower and come out, the pair could sneak inside. This means they just need the right diversion.

ADVENTURE HOOKS

Having previously met Zahn and Varknoc (Spies for Goodness), the characters are contacted directly and asked for their aid. The pair plans to pull off a theft and only the characters are able to provide the distraction they need.

CALL TO ACTION

Zahn and Varknoc come to the party wherever they are in the Nine Hells and ask for their aid. They explain that Tiamat has a new plan to disrupt Zariel's control of Avernus and rather than let her succeed, the followers of Bahumat would like to get ahold of those plans and forward them on to Zariel so as to promote a direct confrontation between the two great evils.

Their plan: have a group of adventurers start building a shrine to Bahumat within sight of the Tower Scales, knowing the abishai inside will come

streaming out to destroy it. The characters just need to fend off the devils long enough for the pair to sneak in, grab the scroll tube, and get out.

THE DISTRACTION

Zahn and Varknoc have chosen a hilltop about 100 feet from the Tower of Scales. They want the characters to take the supplies they have gathered up and start setting up a shrine to Bahumat. Eventually, that should rouse a response to make the abishai and Tiamat's other minions (all fairly minor they assure the adventurers!) come out. The pair figure it takes them about five minutes to get in and out again, so the characters must hold their position for that time (50 rounds). The characters must convince the fiends they are actually trying to consecrate a holy place to the Platinum Dragon or they won't come out!

Supplies. The pair have rounded up a few supplies to help the characters. They have the following items:

- A wagon and a draft horse to pull it.
- A statue of Bahumat the size of a man, held onto the wagon by 50 ft. of rope and a net.
- A brazier, a crate of candles, five vials of oil, a tinderbox, and ten torches.
- A prayer book with prayers to Bahumat and a mechanical gnomish music box that loudly plays a hymn to the Platinum Dragon.
- A *potion of greater healing* and a *spell scroll of healing spirit*.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The hilltop is mostly flat with five man-sized boulders here and there. It is a rough circle about 40 feet across, the edge of which is 100 feet from the Tower of Scales.

Lighting. The red fiery sky of Avernus keeps the entire area lit.

Boulders. The five boulders are used to take cover or a successful DC 20 Strength (Athletics) check pushes a boulder for half the character's movement. This is enough to build the boulders up into a crude wall or roll the down the hill. Anyone in the path of a boulder who fails a DC 12 Dexterity saving throw takes 17 (5d6) bludgeoning damage and is knocked prone. A successful saving throw avoids the boulder entirely.

Statue of Bahumat. The statue is made of steel and has an AC of 18 and 50 hit points. It has a damage threshold of 10 and is immune to poison and psychic damage. For the purposes of this adventure, the cantrip mending repairs 1d4 points of damage to the statue.

FIRST WAVE

The characters have two minutes to prepare the area as if they were actually attempting to set up the shrine. After this time, the first wave of foes emerges from the Tower of Scales.

Without warning, a great draconic roar echoes out of the tower as the chromatic scales that cover its side flicker in the fires of Avernus' landscape. A great maw opens in the side and many angry voices are heard yelling battle cries to Tiamat before doom pours forth.

A **white abishai** and two **red guard drakes** rush out of the tower and up the hill towards the characters. They focus entirely on killing the interlopers.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Remove one **guard drake**.
- **Strong or Very Strong:** Add one **guard drake**.

SECOND WAVE

After ten rounds have elapsed, another wave of creatures emerges: a **black abishai**, a **kobold scale sorcerer**, and two **kobold dragonshields**. This group is more cautious and goes after the shrine first, testing the party's dedication to the shrine.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove both kobold dragonshields.
- **Weak:** Remove one kobold dragonshield.
- **Strong:** Add one kobold scale sorcerer and two kobold dragonshields.
- **Very Strong:** Add one kobold scale sorcerer and one black abishai.

If the party makes no effort to protect the shrine, allow the abishai (+3) to attempt a DC 15 Wisdom (Insight). If successful, it suspects a trick and the group retreats into the tower until the third wave is ready and then the two waves come out together.

TREASURE

The **black abishai** wears a *ring of evasion* that the characters claim if they defeat it.

THIRD WAVE

After twenty-five rounds have elapsed, a **barbed devil** riding a **wyvern** supported by two **kobold dragonshields** join the fight. This group specifically focuses on destroying the statue of Bahumat.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **kobold dragonshield** and replace the **barbed devil** with a one **kobold scale sorcerer**.
- **Weak:** Remove both **kobold dragonshields**.
- **Strong:** Add one **kobold scale sorcerer**.
- **Very Strong:** Add one **kobold scale sorcerer** riding a second **wyvern**.

TREASURE

The **barbed devil** has a pouch filled with gems and two *soul coins* that the characters claim if they defeat it.

FOURTH WAVE

After forty rounds have elapsed, Pyranthraxas, a **young red dragon** being ridden by Vorndathron, an **evil mage**, come out with plans to end the fight permanently.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **evil mage**.
- **Weak:** Replace the **young red dragon** with a **young blue dragon**.
- **Strong:** No change.
- **Very Strong:** Replace the **evil mage** with a **mage**.

STAT BLOCK MODIFICATIONS

This **evil mage** has the following modifications:

- Change its spell list to include:
 - Cantrips (at will): *acid splash*, *fire bolt*, *ray of frost*, *shocking grasp*
 - 1st level (4 slots): *false life**, *ray of sickness*, *shield*
 - 2nd level (3 slots): *blindness/deafness*, *mirror image**, *ray of enfeeblement*
- Precast spells (*): +9 hit points from *false life* and three *mirror images*; the **evil mage** has only three 1st level and two 2nd level spell slots remaining.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Avernus is known for the fiery meteors that fall from the sky. If the characters are finding an easy time of it, or things are turning against them and they need some help, a meteor plummets to the battlefield. All creatures within 20 feet of the point of impact must make a DC 15 Dexterity saving throw, taking 11 (3d6) fire damage and 11 (3d6) bludgeoning damage, or half as much on a successful save.

Exploration. The constant fighting is bound to wear on some groups. Exploring the surrounding area, building defenses, and laying traps fills in the time between fights and gives the characters a significant edge during the melee.

Social. Convincing Tiamat's followers that the characters really are crazy adventurers intent on building a shrine to Bahumat should give role-playing characters an outlet. The impact of failing to convince the followers is significant. The fiends just return to their tower and lock it up tight, trapping Zahn and Varknoc.

CONCLUSION

After fifty rounds, Zahn and Varknoc come running out of the tower and signal the characters to make a run for it themselves. If they wait, more powerful dragons are bound to come!

Once clear, the pair thank the adventures and offer to pass on any helpful information they have regarding the party's quest in the Nine Hells should they come across it. The pair make good reoccurring allies when your party is lost and needs a nudge.



RCW

THE SOFT TOUCH

Estimated Duration: 1 hour

Favored Pillars: Exploration, Social

This adventure is designed for **three to seven 11th-16th-level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

DDAL00-12c The Soft Touch by Greg Marks occurs in the city of Grenpoli, on Maladomini, the seventh layer of the Nine Hells.

BACKGROUND

The night hag, **IXPANIALTHEA**, has been outsmarted by her rival **BAHJNAHUVNA**, a **rakshasa** with no shortage of enemies. Following a scam, Bahjnahuvna made off with the hag's *soul bag*. While Isxpanialthea could craft another bag, the soul she had just captured in the bag was particularly valuable and she wants it back.

Unfortunately, with so many foes looking for him, Bahjnahuvna has fled to the city of **GRENPOLI** in Maladomini, the sanctuary of the Nine Hells where no violence is possible. Hiding out in the city, he is protected after a fashion. Isxpanialthea needs someone crafty, annoying, or desperate enough to go after the rakshasa and recover her *soul bag*.

ADVENTURE HOOKS

The characters may previous have met Ixpanialthea before in the guise of a tiefling fortuneteller (Turn of the Card) and now are cursed by her. The hag offers to lift the curse voluntarily, if the adventurers recover her *soul bag* for her.

If you are playing **DDAL00-11b When the Debt Comes Due** and your characters have crossed paths with the **night hag**, Tal'kandelagrag, she easily fills the role of Ixpanialthea instead.

CALL TO ACTION

The characters have been tasked to enter Grenpoli and recover Ixpanialthea's *soul bag*. They are warned that no violence is possible within the city, so they need to travel without weapons and find some other way to recover the *soul bag*. They might try guile, stealth, or simply being so annoying that Bahjnahuvna gives it to them to force them to go away.



GRENPOLI

Excerpted from *Pipyap's Guide to All of the Nine Hells*

Grenpoli's existence in Maladomini occupies a curious role. While not especially safe, it is seen as an accidental sanctuary of sorts for those that find their way here. There are ancient, unbreakable wards here—possibly placed by Asmodeus himself, for even Baalzebul doesn't know—that prevent many common forms of aggression. Spells and abilities that inflict damage to hit points or ability scores simply fail to function or manifest, and summoning spells and rituals only produce a single, tremendously smelly lump of mud. The devils of Maladomini have gone one step further and have since banned the presence of weapons as well; any creature that touches or interacts with a weapon finds that it is immediately teleported away and into the hands of the Gravelboot Brigade. Those attempting to use claw or fist, are themselves likewise teleport outside of the city.

These limitations are not entirely punitive, though; the School of Politics is located here as well. Due to the protections woven into the location, devils hone their verbal skills, duplicitous or otherwise, with little fear of immediate reprisal. This does not prevent a devil from being acted against at a later time due to their actions during an argument or rebuttal, though, and as a result there are large groups of creatures that have camped outside the walls of this compound. Some members of the horde are waiting for a specific devil to emerge, while others simply refuse to leave as they are hunted immediately if they do.

EXPANDING THE ADVENTURE

Grenpoli is surrounded by some of the most violent, bloodthirsty fiends in the Nine Hells. If you have time, you could consider expanding this short adventure with an encounter where the party has to sneak or fight their way in.

THE TIGER'S DEN

Bahjnahuvna (**rakshasa**) lives in a small two-story building not far from the School of Politics. It is a quiet neighborhood serving the academics and the **rakshasa** is content with his current retirement. He

rarely leaves and has most of the goods he requires delivered.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The walls are made of stone with stained glass windows depicting books and fiends standing behind podiums. While building itself is old, the furnishings appear quite new as Bahjnahuvna has only just moved in. None of the windows are openable.

Lighting. The **rakshasa** keeps the rooms lit with low lanterns, and incense burning braziers.

Alarm. The upstairs residence is protected by an audible *alarm* spell.

Bookstore. The store is a one-room affair, 40-foot square with racks of books focusing on oratory, famous speeches, and linguistic guile. In one corner there are several comfortable chairs and a tea set. Bahjnahuvna spends much of his time here reading. He is especially interested in the stories of famous confidence schemes.

Defensive Wards. The building is warded such that creatures can't move or travel inside using teleportation, extradimensional, or interplanar means. Extradimensional spaces such as a *bag of holding* cannot be accessed while inside the building. The walls are resistant to spells that would alter their form, such as *stone shape* or *transmute rock*. A character targeting the wall must succeed on a DC 18 ability check using their spellcasting ability or the spell does not affect the wall.

Doors. There is a door to the front and rear of the bookstore. Both are locked outside of business hours with incredibly complicated locks (DC 25 to open). They are unlocked via a key hidden inside of the binding of his favorite book: *The Lies We Tell Ourselves*. A successful DC 20 Wisdom (Perception) check is needed to find the key when searching the books that he has piled near his chair.

Residence. The upstairs has a bedroom area and a small kitchenette complete with a water pump. The area is covered in fine silks and books are piled everywhere. The **rakshasa's** safe is found here.

Safe. A large infernal iron safe is affixed to the floor using a combination lock. It is opened using thieves' tools (DC 20 Dexterity check) or by listening for the tumblers (DC 25 Wisdom (Perception) check). There is contact poison on the knob. Touching the poison requires the victim to succeed on a DC 20 Constitution saving throw or be poisoned for one hour. While poisoned, the creature is also unconscious.

Inside is a sack of 100 pp, a *soul coin*, two *potions of supreme healing*, a bag affected with *Nystul's*

magic aura so it radiates magic, and a *candle of invocation (lawful evil)*.

One also gains access to the bolts affixing the safe to the floor from the inside. If the nuts are removed, the safe can be moved. Underneath it is a small cache where Bahjnahuvna has stored the hag's *soul bag*.

Traps. Both doors are magically trapped and the traps are protected with *Nystul's magic aura* spells to appear nonmagical. If a creature attempts to open the locked door through any means other than the key hidden in Bahjnahuvna's book, it triggers a *mass suggestion* (DC 18 Wisdom saving throw negates) targeting the nearest twelve individuals within 60 feet. The suggestion is to walk out of Grenpoli and kill the nearest **ice devil** outside of the city. The **ice devil** does not take the assault lightly.

CREATURE INFORMATION

Bahjnahuvna is a slick negotiator, using a profundity of big words in an effort to confuse and distract. He enjoys verbal sparring and is always looking to cheat his customers if they foolishly agree to it.

What Does Bahjnahuvna Want? Bahjnahuvna wants to enrich himself while enjoying the peace of his retirement. He loathes bad manners and

ADVENTURERS
LEAGUE

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Combat is virtually impossible due to the magical effects that blanket the city, but clever characters might attempt to use mind affecting spells to force others into combat, promptly causing them to teleport away!

Exploration. Breaking into the shop to steal the *soul bag* is one possible solution, though the store's defenses and misdirection make it difficult. A good plan, a talented rogue, and ample *dispel magic* spells make it much easier.

Social. Perhaps the easiest and most entertaining route would be to force Bahjnahuvna to hand over the *soul bag*. The **rakshasa** knows the soul of a legendary paladin is inside and so he doesn't want to give it up, but if the characters make his quiet life unbearable, he parts with it to make them go away. Excessive noise, foul smells, constant interruptions, frequent "accidents" that damage his building without attracting the attention of the authorities eventually add-up to break his will.

disruptions to his peace and quiet. He enjoys good books, new cons, and fine food and drink.

What Does Bahjnahuvna Know? Bahjnahuvna knows all about his defenses and the limits that Grenpoli puts on its residents. He wears a *ring of mind shielding* to help protect his thoughts and he does not engage in any violence, though he might *suggest* that others try to strike him or a bystander so as to get the teleported out of the city.

Bahjnahuvna wears a key around his neck, hoping that sneaky thieves try to steal it so they might burgle his shop, not knowing that the key is a fake and it triggers the wards on the doors.

TREASURE

Bahjnahuvna wears a *ring of mind shielding* that could be stolen. There are 100 pp, a *soul coin*, two *potions of supreme healing*, and a *candle of invocation (lawful evil)* in his safe.



THE DEVIL'S SONG

Estimated Duration: 1 hour

Favored Pillars: Combat, Exploration, Social

This adventure is designed for three to seven 17th-20th-level characters and is optimized for five characters with an average party level (APL) of 18. Characters outside this level range cannot participate in this adventure.

DDAL00-12d The Devil's Song by Greg Marks occurs in Nessus, the ninth layer of the Nine Hells, but is easily adapted to any lonely location in the Nine Hells.

BACKGROUND

The beauty of **PHALAE RAPHE'S** song was such that the Lord of the Nine himself promoted her from an erinyes to unique devil, and gifted her with a domain of her own close to him. Unfortunately for Phalaeraphe, Asmodeus' daughter **GLASYA** sees the opportunity to eliminate a rival. She dispatches one of her erinyes minions, **EREREL**, to direct a band of heroes.

ADVENTURE HOOKS

The party is contacted by the **erinyes**, Ererel, claiming that another **erinyes** has risen too high and now stands outside the normal hierarchy of the Hells. Worse, the devil has been using music to lure others astray. This argument works particularly well if the characters have crossed paths with entrancing music while in the Hells (Diabolic Notes).

As an alternative, perhaps Phalaeraphe is the only being that knows how to break a music-related curse and the characters must convince her to aid them.

CALL TO ACTION

Ererel offers the characters each a *soul coin* to kill this nuisance and directs them to the discordant spire. Ererel tries to force the characters to sign an infernal contract stating that they forfeit their souls if they do not slay Phalaeraphe.

THE DISCORDANT SPIRE

It is heard before it is seen. An obelisk, thirty feet on a side, rises more than twice that height from the rocky landscape. Each side bares dozens of mouths singing a discordant tune. There is no obvious entrance.

Phalaeraphe is inside her obelisk. In order to reach her, the first test is getting inside.

AREA INFORMATION

Dimensions & Terrain. The obelisk is a 30-foot square that rises 80 feet high. It is made of the same native Nessian stone. Creatures can't move or travel inside the obelisk using teleportation or extradimensional movement. The stone is immune to all spells that transmute its form and takes no damage from any source by thunder.

Lighting. It is dark but for flashes of lightning.

Wind. The howling wind makes it difficult to hear anything but the voices of the obelisk.

PUZZLE OF SONG

Entering the Discordant Spire requires the characters to solve a musical puzzle and harmonizing the discordant voices of the obelisk. A quick search determines the following:

- The mouths are carved of the same stone and are singing though they have no throats or lungs.
- The voices are singing in Infernal, but the songs are confusing and discordant. Characters incapable of understanding Infernal suffer disadvantage on any ability checks related to the puzzle.
- A character succeeding on a DC 15 Intelligence (Investigation) or Intelligence (Performance) check notes that each side appears to be singing parts of the same song and repeating it endlessly. The mouths on each obelisk are at different parts of the song, much like singing a round.
- A character succeeding on a DC 15 Intelligence (Investigation) or Intelligence (Performance) check notes that part of the song is missing, as if there is a voice missing from each side that would bring harmony to the otherwise discordant music.
- In order to open the obelisk, four creatures (or three if the party contains less than four characters) must succeed on a DC 20 Charisma (Performance) check to sing the missing notes and bring harmony to the music. Every round that they try and fail, they create a dissonant tune that does 33 (6d10) thunder damage to all creatures within 100 feet. Those creatures who succeed on a DC 15 Constitution saving throw take half damage. Lower the DC of the Performance check by 2 for each additional round the characters try to sing the missing notes.
- If the party is able to harmonize the song, the tower opens.

As your voices is added to the chorus in harmony, one of the mouths yawns wide, until it becomes an opening large enough to drive a wagon through. Inside you see an inn.

A Rubenesque woman in a red gown of layered leather stands upon a small stage, purple feathered wings sprout from her back and a crown of long twisting horns emerge from her head.

INSIDE THE DISCORDANT TOWER

The inside of the tower is a cozy stage, a bar, and tables with attendant chairs. Phalaeraphe waits upon the stage. She is singing to four **barbed devils**, two **horned devils**, and an **ice devil**.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **barbed devil** and one **horned devil**.
- **Weak:** Remove two **barbed devils**.
- **Strong:** Add one **horned devil**.
- **Very Strong:** Replace one **barbed devil** with two **ice devils**.

It is not unheard of for travelers to seek out Phalaeraphe to hear her sing or beseech her musical aid. The devils are wary, but don't immediately attack unless the characters do.

CREATURE INFORMATION

Phalaeraphe is singing a sad song when the characters enter her lair. If they try to interrupt her set, she neatly transitions into using her diabolical song and signals her minions to attack. If they wait for her to finish, she talks to them.

What Does Phalaeraphe Want? Phalaeraphe wants to sing for adoring crowds and avoid the violence and spectacle of the Blood War. She seeks to please Asmodeus in all things so that he keeps her close and away from the fighting.

What Does Phalaeraphe Know? Phalaeraphe knows most song and musical secrets of the multiverse. She collects them and gladly trades favors for rare music or instruments that she does not possess. She also knows that Galsya and most erinyes are jealous of the favor Amodeus has shown her.

TREASURE

Behind the bar is a box with 6,000 gp in gems, three *soul coins*, and a *potion of supreme healing*. The **ice devil** carries an *instrument of the bards* (*Ollamh harp*).



PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. This could be a straight up combat if the characters wish. The devils move to engage as quickly as possible, freeing Phalaeraphe to move about and use her song.

Exploration. The walls of the inn have various instruments and music on them. The secret to another puzzle is easily found here.

Social. Phalaeraphe is vain and easily baited into a singing contest with a bard or other musically inclined character. She easily offers *soul coins* or a magical harp as the prize (see Treasure).



CHAPTER 5: CREATURE STATISTICS

In this chapter you can find stat blocks of all creatures not found in the Basic Rules.

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.

EVIL MAGE

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The mage is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following spells from the wizard spell list:

Cantrips (at will): *light, mage hand, shocking grasp*

1st level (4 slots): *charm person, magic missile*

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

ACTIONS

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

STAT BLOCK MODIFICATIONS

This evil mage has the following modifications:

Change its spell list to include:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*

1st level (4 slots): *false life**, *ray of sickness, shield*

2nd level (3 slots): *blindness/deafness, mirror image**, *ray of enfeeblement*

Precast spells (*): +9 hit points from *false life* and three *mirror images*; the **evil mage** has only 3 1st level and 2 2nd level spell slots remaining

FIRENEWT WARLOCK OF IMIX (NEIDHARD)

Medium humanoid (firenewt), neutral evil

Armor Class 10 (13 with mage armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Damage Immunities fire

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 10

Languages Draconic, Ignan

Challenge 1 (200 XP)

Amphibious. The firenewt can breathe air and water.

Innate Spellcasting. The firenewt's innate spellcasting ability is Charisma. It can innately cast mage armor (self only) at will, requiring no material components.

Spellcasting. The firenewt is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *fire bolt, guidance, mage hand, prestidigitation*
1st-2nd level (2 2nd-level slots): *burning hands, flaming sphere, hellish rebuke, scorching ray*

Imix's Blessing. When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

ACTIONS

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

STAT BLOCK MODIFICATIONS

Neidhard uses the statistics of a firenewt warlock of Imix with the following modifications:

- Neidhard is human instead of a firenewt.
- Neidhard speaks Common instead of Draconic.
- All of his gifts, including the racial abilities of a firenewt, have been bestowed by Dispater.
- Neidhard wears a *cloak of many fashions* with the *temperate* minor property.

KOBOLD DRAGONSHIELD

Small humanoid (kobold), lawful evil

Armor Class 15 (Leather, Shield)

Hit Points 44 (8d6 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon's Resistance. The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1–2, acid (black); 3–4, cold (white); 5–6, fire (red); 7–8, lightning (blue); 9–10, poison (green).

Heart of the Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The kobold makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

KOBOLD SCALE SORCERER

Small humanoid (kobold), lawful evil

Armor Class 15 (Natural Armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, mending, poison spray*

1st level (4 slots): *charm person, chromatic orb, expeditious retreat*

2nd level (2 slots): *scorching ray*

Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

PHALAE RAPHE

Medium fiend (devil), lawful evil

Armor Class 21 (Natural Armor)

Hit Points 202 (27d8 + 81)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	18 (+4)	12 (+1)	20 (+5)

Saving Throws Dex +7, Con +9, Wis +7, Cha +11

Skills Perception +7, Perform +17

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Infernal, telepathy 1,000 ft.

Challenge 19 (22,000 XP)

Devil's Sight. Magical darkness doesn't impede Phalaeraphe's darkvision.

Innate Spellcasting. Phalaeraphe's innate spellcasting ability is Charisma (spell save 19, +11 to hit with spell attacks). Phalaeraphe can innately cast the following spells, requiring no material components:

At will: *charm person, command*

3/day each: *dominate person, fireball*

1/day each: *dominate monster, feeblemind*

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

ACTIONS

Multiattack. Phalaeraphe uses Diabolical Song. It also makes two attacks: one with its longsword and one with its beguiling caress.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 5) slashing damage plus 33 (6d10) force damage.

Beguiling Caress. *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 44 (8d10) psychic damage.

Diabolical Song. The Phalaeraphe targets one or two creatures that it can hear it within 60 feet of it and applies one of the following effects. Phalaeraphe can't sing the same song two rounds in a row.

- Blinding Refrain.** Each target must succeed on a DC 19 Wisdom saving throw or take 26 (4d12) necrotic damage and be blinded until the start of Phalaeraphe's next turn.
- Forgetful Tune.** Each target must succeed on a DC 19 Intelligence saving throw or become stunned for 1 minute. A stunned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is stunned for the full minute, it forgets everything it sensed, experienced, and learned during the last 5 hours.
- Funeral Dirge.** Phalaeraphe releases a mournful wail. This wail has no effect on constructs and undead. All targets must make a DC 19 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 26 (4d12) psychic damage.
- Luring Melody.** Phalaeraphe sings a magical melody. Every humanoid and giant within 300 feet of Phalaeraphe that can

hear the song must succeed on a DC 19 Wisdom saving throw or be charmed until the song ends. Phalaeraphe must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. Phalaeraphe cannot use another diabolical song while maintaining luring melody.

While charmed by Phalaeraphe, a target is incapacitated. If the charmed target is more than 5 feet away from Phalaeraphe, the target must move on its turn toward Phalaeraphe by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than Phalaeraphe, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to Phalaeraphe's luring melody for the next 24 hours.

Summon Choir (1/Day). Phalaeraphe summons 2d4 **harpies** or 1d4 **banshees**. A summoned creature appears in an unoccupied space within 60 feet of Phalaeraphe, acts as an ally of Phalaeraphe, and can't summon other creatures. It remains for 1 minute, until Phalaeraphe dies, or until its summoner dismisses it as an action.

REACTIONS

Instinctive Charm. When a creature within 60 feet of Phalaeraphe makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including Phalaeraphe or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to Phalaeraphe's Instinctive Charm for 24 hours.

LEGENDARY ACTIONS

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

Command. Phalaeraphe casts *command*.

Escape. Phalaeraphe flies up to its speed without provoking opportunity attacks.

Strike. Phalaeraphe attacks with its longsword.

LAIR ACTIONS

When fighting inside its lair, Phalaeraphe can invoke the ambient magic to take lair actions. Phalaeraphe can't use the same effect two rounds in a row. On initiative count 20 (losing initiative ties), Phalaeraphe can take one lair action to cause one of the following effects:

Biggest Fan. Phalaeraphe chooses an ally to lose 22 (4d10) hit points. Phalaeraphe gains hit points equal to the amount the ally loses.

Off Key. Crashing symbols and blaring horns fill the room. Up to three creatures that Phalaeraphe chooses within 30 feet must succeed on a DC 19 Constitution saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a success.

Quiet the Heckler. Phalaeraphe chooses a 15-foot cube see can see. This area is blanketed in a *silence* spell.

RED GUARD DRAKE

Medium dragon, unaligned

Armor Class 14 (Natural Armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., climb 30 ft.

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

Skills Perception +2

Damage Resistances fire

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.

WHITE ABASHAI

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.

