

INFERNAL INSURGENCY

An Avernus Rising Adventure

Fai Chen reveals that a draft of the Hellriders' original attack plan might still exist, and it won't be easy to get it. If you can recover these, it would be extremely helpful in your quest to locate their remains and free their spirits. It might very well be a suicide mission, though when you're in Avernus, what isn't? Fortunately, the wily merchant has just the plan for a group of heroes unconcerned with the odds.

Part Two of the *Behind Infernal Lines* series of adventures.

A Four to Six-Hour Adventure for 5th through 10th Level Characters.

Optimized For: APL 8



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ADVENTURE PRIMER

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

This adventure takes place in the war-ravaged plains of Avernus, on the banks of the River Styx.

BACKGROUND

The extravagant **VOID CHATEAU** was once the envy of many in Waterdeep. Much like its owner, the mage **CHALICE VOID**, the chateau was pompous, brash, and beautiful. Everyone knew that Void was dabbling in the **DARK ARTS** and it was no surprise when the chateau simply appeared atop a hill outside of the Sword Coast village of Amphail. For many years, the chateau sat on the hill—until, early one morning, everyone in town woke to a terrible howl, as if from the very depths of the Nine Hells. People rushed outside to see the Void Chateau drawn into Avernus—never to be seen again.

The chateau, now known as **THE DUMP**, is embedded in the banks of the **RIVER STYX**. Inhabited by devils and the **THE ROTTEN COGS**, a tribe of goblins damned to live in Avernus, it is now an operational munition dump for **PLAGUESHIELD POINT**, one of **ZARIEI'S** heavily guarded command posts located beneath the River Styx.

OVERVIEW

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

- **Call to Action: Now That You're Here.** Fai Chen has a dirty job that needs doing.
- **Part 1: Shock and Awe.** The party must gather information about the munition depot, find a crew, and scout out the site to make their plans. This is **Story Objective A**.
- **Part 2: Shock & Awe.** The time has come for the characters to infiltrate the munitions depot and inflict as much damage as possible without getting caught. This is **Story Objective B**.
- **Bonus Objective A: Silver Lining.** In exchange for additional intelligence, Burney the Barber is willing to disclose the location of a silver dragon who would be a powerful ally for Dara's plan. This bonus objective is described in **Appendix 1**.
- **Bonus Objective B: Of Angels and Goblins.** Grinka Swamphair has created a new weapon that is a danger to the characters' plans: a construct that can track good aligned creatures and is specifically constructed to harm celestials. This bonus objective is described in **Appendix 2**.

ADVENTURE HOOKS

Dara and Fai Chen come to the party with a new task.

They need someone to draw troops away from the ruins of Plagueshield Point, making it easier to infiltrate. The plan is to cause a distraction at the Dump, so that there will be fewer forces at Plagueshield Point when the raid begins (see DDAL09-07 *The Diabolical Dive*). The following hooks offer some additional ways to involve the characters in the adventure:

Mine's Better Than Yours. After the characters arrive at Mahadi's Wandering Emporium, one of the characters overhears Fai Chen and Mahadi making bets over drinks. They challenge each other to prove who can recruit a more skilled team to infiltrate and blow up a secret weapons lab and munition depot. Fai Chen approaches the characters, and Mahadi will have a team attempting to accomplish the same goal.

Glory & Honor. There have been rumors of a weapons development workshop hidden somewhere in Avernus. The Lords' Alliance considers this a threat to Dara's mission. The characters are asked to get into the Dump, do as much damage as possible, and get out with any plans they can find. The plans should be delivered to the Lords' Alliance operative, Flip Franklins, in Mahadi's Wandering Emporium.

ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



CALL TO ACTION: NOW THAT YOU'RE HERE

Estimated Duration: 15 minutes

IT'S A DIRTY JOB, AND YOU GET TO DO IT

Inside the tenuous solace provided by Mahadi's Wandering Emporium, Fai Chen and Dara approach the characters with a not-so-modest request.

NEUTRAL TERRITORY

Mahadi strictly enforces the rules that are written over the banner that is hung over the entrance: "All are welcome. No fighting! No spellcasting! No exceptions!" Any violence or use of magic—even for benign effects—breaks these dictates and brings down the wrath of Mahadi on those foolish enough to tempt fate.

As warned, Mahadi doesn't suffer a rulebreaker. Anyone caught (and the enchantment placed over the space to detect spellcasting ensures it), is banished from the emporium by Mahadi (a **rakshasa**) and earns the **No Exceptions!** story award. Those who resist are beset upon by Mahadi, along with as many of his indentured servants (**salamanders**, **hobgoblin captains**, **incubi** and **succubi**, and even an **erinyes**)—suffering an additional level of exhaustion and being reduced to 1 hit point.

AREA INFORMATION

The emporium has the following features:

Dimensions & Terrain. The omnipresent dust swirls along the barren ground beneath the oppressive red sky of Avernus. Mahadi's Wandering Emporium itself is a collection of multicolored tents in the middle of several immense infernal war machines arranged in a horseshoe shape.

Light. Though there is no sun, Avernus is constantly brightly lit—is it ever night here? Despite this, lamps hang from all the tents within the emporium.

Sound. The emporium is filled with the chatter of merchants trying to make an honest (or dishonest) living. The occasional thud of meteors falling and screams of fear and pain can be heard in the distance.

CREATURE INFORMATION

Fai Chen approaches, nervously tugging on his mustache, with his familiar **Drandeldew** (a faerie dragon) and **Gary** (his donkey) in tow. Fai Chen has many different versions of himself wandering the emporium, all of them working for the good of Fai Chen and Dara. It can be disconcerting to see three Fai Chens, all slightly different, having a conversation and completing each other's sentences. **Dara** sits silently on a stool, staring at the sky in contemplation. She has been particularly distant of late. The evil of Avernus wears on her.

What Do They Want? **Fai Chen** and **Dara** have a job for the characters—no matter how crazy it might sound: to find the actual location of the Dump, infiltrate it, and wreak as much chaos as is humanly possible without getting caught.

What Do They Know? On the banks of the River Styx is a munitions and machinery depot called the Dump. Within the Dump, Zariel's legions forge machinery and weapons bound for the front lines of the Blood War. Fai Chen believes that if the Dump is attacked, then Plagueshield—suspecting an attack by demons—will send reinforcements, making breaking into the command post Plagueshield Point much easier. Fai Chen doesn't care about the ongoing war here in Avernus: this is about helping Dara get the plans she needs to locate the missing Hellrider souls.

CALL TO ACTION

Fai Chen calls the characters together and spells out the mission without mincing words.

“We’re sure the Dump is crawling with devils, and we need to put a dent in their numbers. If we kill enough of them, then Plagueshield Point, where the plans are, is bound to send reinforcements. For now, find out the location of the Dump, get the supplies you need, find a way in and out of the emporium without being seen, and then head out to scout the site and finalize your plan. Don’t get seen or killed out there, else you’re bound to get your soul hammered into a coin—or worse, you’ll tip off the devils about what we’re planning.”

What Do They Know? Fai Chen lays out the situation for the party. He admits he and Dara know very little about the location of the munitions dump, only that it is on the River Styx and is a situation they must take advantage of. He thinks that Z’Neth the Beastmaster might have more information about the Dump, including rumors that the salamanders at the Gearbox have helped people sneak out of the Emporium every now and then. It’s possible that Elliach, a transmutation sorcerer, might have some explosive items the characters could use to wreak some havoc at the Dump. A second Fai Chen comes inside to tell the party that Flip Franklins, a new arrival, has the Wandering Emporium (see **area B in Part 1**) and may be able and to help the party. Finally, a third Fai Chen informs the party that if they need any contracts while making deals with the merchants of the Emporium, they can find or summon **Fhet’Ahla**, who is able to write up and notarize such things, by asking any of the imps flitting through the emporium. He reminds the party that while within the confines of Mahadi’s Wandering Emporium, they are under the protection of Mahadi and the rules of the emporium. If they are seen or caught leaving the emporium, that protection no longer applies—thus discretion is the best. Once the characters sneak out, they must make their way to the Dump to finish any reconnaissance.

BONUS OBJECTIVE A. If utilizing this additional content, the Shou merchant directs the characters to speak to Burney before departing. Fai Chen has it on good authority that the Calishite woman knows of a silver dragon who is trapped in Avernus. Dara is in the Hells to gather any good people trapped here, and a silver dragon might prove to be an invaluable ally. While the dragon isn’t a pressing issue for the time being, Fai Chen asks the characters to look for more information.

PART 1: FORMULATING A PLAN

Estimated Duration: 90 minutes

THERE'S A TIME FOR TALK

The characters interact with the inhabitants of the emporium to gather information, weapons, and allies for the strike. Once ready, they make their way to the Dump to complete their plans.

STORY OBJECTIVE A

Gather information and investigate the Dump, then come up with a viable plan.

The sounds of haggling, the clink of coin, and the smells of exotic wares from a thousand different worlds waft enticingly in the wind. Dozens of imps flit back and forth, making deliveries among the stalls and tents. There's always a deal to be made here—and that's good for you, since you'll likely need to make a few.

MARKETPLACE GOSSIP

As the characters explore the emporium, they can interact with its denizens to gather useful information. Z'Neth can give them the location of the Dump and the floor plans, while the other merchants have tidbits of information and useful supplies. Franklins has an only slightly used suit of armor, and Elliach has some transmutation bombs that can be used to cause an explosion in the Dump. Finally, the trio of salamander smiths know a way to get out of the emporium.

Once the characters have the information they need, they can head out to scout the Dump (see **A Time for Action**, below).

AREA INFORMATION

The emporium, enclosed by several infernal war machines, is roughly shaped like a horseshoe. It has the following features:

Prices. Any item or service from the Player's Handbook can be found at their regular price.

Special Items. Rare goods are available for a *soul coin* or two. If the characters have no *soul coin*s, then the merchant may ask the buyer to complete a task and have **Fhet'Ahla** notarize a contract forfeiting their soul if they fail to complete the job. The same costs apply for traded information. If a merchant offers information in exchange for a favor, the character must either leave a *soul coin* as collateral or sign an Infernal contract.

CREATURE INFORMATION

The creatures in the emporium are described in the sections where they are located. Further details about their personalities and motivations can be found in the **Dramatis Personae**.

MARKET TENTS

Area	Tent Location
A. The Gearbox	West end of the horseshoe
B. Franklins' Tent	On the outer edge of the emporium
C. The Pens	East end of the horseshoe
D. Terror Troop	Hidden in the emporium trash or storage area
E. Burney the Barber	Near the center of the arch in the horseshoe
F. Fhet'Ahla's wagon	Near the center of the marketplace
G. Tarkleby's Translations	On the west side of the horseshoe
H. Elliach's Transmutations	On the east side of the horseshoe.
I. Fang Yi's Armaments	Close to Fai Chen's tent
J. Beirgone, Not Beirgotten	Beirgroach's missing stash

GARY: A MULE OR SOMETHING MORE?

Fai Chen's mule tends to follow the players, showing up at the various locations they visit, and even arriving before they do. It nuzzles at their packs in search of food, or rubs against their hands in search of an oh-so-lovely scratch behind the ear. There's no malign intent here: it's simply a great way to instill a bit of paranoia in the characters, who may be unwilling to act against the mule for fear of arousing Fai Chen's or Mahadi's anger.

A. THE GEARBOX

On the west side of the emporium, **Rash**, **Skids**, and **Scrappier** (salamanca triplets) run a smithy and war machine repair shop, and keep the infernal engines that power the emporium running. They're expert smiths—for those willing (and more importantly, able) to pay.

What Do They Want? The **Rotten Cogs**, a group of goblins who live in the Dump, are known to be skilled inventors. The salamander brothers hope to use the goblin inventions to earn a favour or two out of Mahadi (or better yet, pay off their debt to him). Since the salamanders can't leave the emporium, they want the characters to bring something back.

What Do They Know? If the heroes agree to bring the salamanders one of the war machine projects that the Cogs are working on, they'll reveal a discrete way to slip out of the emporium—hiding in the large piles of scrap metal that are left behind when the emporium moves.

BONUS OBJECTIVE B. If utilizing this additional content, the characters are asked to investigate the Rotten Cogs workshop in addition to stealing their plans. In the workshop, they are to find a prototype construct that the goblins are working on, and destroy it.

B. FRANKLINS' TENT

This is very much the tent of a soldier—neat and orderly. **Colonel Flip Franklins** was part of Duke Ravengard's honor guard from Baldur's Gate when the Duke was pulled into Avernus.

What Do They Want? Colonel Franklins is looking for a safe way out of the emporium.

What Do They Know? Franklins stayed behind in the emporium when the other refugees left, mistakenly blaming themselves for the Duke's plight and the trouble the Terror Troop has gotten into. However, they have since realized the folly of that decision: they can't stay with the emporium when it moves next, unless they sign a contract promising their soul to Mahadi. They're willing to do anything to leave.

Treasure. If the characters agree to help him, Franklins gives them a suit of *glamoured studded leather* and a *soul coin*.

C. THE PENS

There are few places in any of the Planes with a smell quite like the one emanating from the Pens. The hobgoblin beast master **Z'Neth** has a few creatures on display, including a **displacer beast** with feathers and an **owlbear** with tiny wings. There are two smaller pens to either side of the tent entrance with "FOR SALE" signs. The left one reads, "Hell Puppies. Loyal and Evil. A Fiend's Best Friend." The sign on the right simply reads, "Cats." Z'Neth insists that all cats come from one of the layers of the Hells. Each animal costs 25 gp and behave as normal dogs and cats except for their red coloring and penchant for staring into flames.

What Do They Want? Z'Neth left the Rotten Cogs because they were mistreating the creatures they used. She wants the party to bring her two **blue guard drake** eggs back to Z'Neth. As usual, the characters must sign a contact agreeing to forfeit their souls if they fail to deliver the goods.

What Do They Know? Z'Neth knows the location of the Dump from her time with the Rotten Cogs. After the contract is signed, she draws the maps of what she remembers about **the Dump** on a piece of hide. The Dump is approximately four hours from the Mahadi's Wandering Emporium.

Z'Neth's maps are in **Appendices 4-7**. These include both player and DM handouts.

D. TERROR TROOP TRAINING

This small corner is tucked behind and between boxes, crates, and a war machine; it's just big enough for five people to train. The Terror Troop consists of Dorr, Ghafo, Wink Sugarmilk, Humkoris Adris, and Galiethiel the Quiet.

What Do They Want? They are happy to help whomever can retrieve their contracts (effectively transferring ownership of their souls to the party members, which the troop thinks is better than a fiend or being forged into a *soul coin*). Also, the chance to be useful on their own accord rather than waiting to die or be sold as a slave is intoxicating. They will want to be armed before sneaking out. Fang Yi has weapons and armor to buy.

What Do They Know? Before signing infernal contracts, the Terror Troop were mercenaries in the service of Baldur's Gate that were in Elturel when it was pulled into the Hells. When they signed the contracts to find shelter in the Hells, they were delivered by a particularly greedy imp (Beirgroach from DDAL09-05 *Faces of Fortune: The Story of Fai Chen*) whom they remember mentioning the Rusty Blades or something to that effect.

DAINGEROUS DUTY

If the party brings Franklins or the Terror Troop on board to infiltrate The Dump the troop operates on their own, doing whatever the party decides when they make their plans. They're intended to not survive yet can help do damage, used as cannon fodder, used to save the party, used to set transmutation bombs, etc., for the players in **Story Objective B**. They are meant to assist and be an added moral quandary for the party, not simply the ones to do all the work. Use the **gladiator** stat block for Franklins and the **thug** stat block for the rest of the Terror Troop.

E. SHAVE AND A HAIRCUT

Burney the Barber's Tent and healing station. Burney appears to be a well-kept, cheerful Calishite woman providing barber services (up to and including medical attention for those with injuries and ailments; treat Burney as if she had the Healer feat and proficiency in healer's kits and herbalism kit). Burney charges 1 gp for each service provided. If offered a *soul coin*, she turns it down with a look of disgust and disappointment. She won't even touch it. Burney provides spellcasting services, though she charges more for these service (see *Adventurers League Dungeon Master's Guide*). Any character that has used three more *soul coin* charges draw angry glares from Burney and she refuses them service.

BONUS OBJECTIVE A. Burney has information about the location of a silver dragon named Gaaelmorian that is currently in Avernus.

F. FHET'AhLA

This tent is constantly rustling with the comings and goings of dozens of imps. A sign outside reads "From here to Avernus." Within are several worktables, a desk, and a half dozen shelves. Every surface is covered with scrolls, scraps of paper, and small metal plaques with lines of infernal scribed across them, if any character can read infernal, three of the plaques say "duplicate, triplicate, and paranoid". Tools for writing and carving into metal are within easy reach from most anywhere.

G. TARKLEBY'S TRANSLATIONS

This tent is the closest thing to a library and lore shop that the emporium has. **Grimble Tarkleby's** services include arcane supplies: components, empty spell books, parchment, pens, ink, etc. Tarkleby specializes in self-written translation books—the more expensive, the more accurate. He also provides translating services here in the emporium, for a modest fee of course, as *comprehend languages* is prohibited. His prices are 15 gold for base translations. He would be willing to give them *potion of comprehend languages* for a *soul coin*. His potions only last 24 hours before dissipating. Tarkleby blames Avernus, others think he builds the potions to fade to ensure continual business.

H. ICHOR ALL OVER

Elliach is a brilliant transmuter, and as such has become a successful demon ichor refiner since moving to Avernus.

COMMUNICATING AS ELLIACH

As a result of repeated contact with demon ichor, the transmuter's arms have turned into long, twisted-looking tentacles. The fingers are elongated and supernaturally flexible, but still present at the ends. His ears sprouted wings and flew off months ago. Since then, Elliach has turned to pantomime and lip reading to express himself and make sense of others.

In order to convey his information, it is recommended that you physically act out his gestures to the best of your ability. For example, when discussing the unicorn, Zhalruban, he may use a finger to pretend he has a horn and make whinnying sounds. However, exercise caution to avoid portraying him in a mocking or comedic manner. In a pinch, he may methodically write out names or other words that would be particularly difficult to get across (or if players are struggling). When doing so, using your non-dominant hand may better simulate the handwriting produced by his tentacles.

Elliach is willing to trade some of his newest weapons that he has come up with. He excitedly brags these weapons cause a lot of damage, just don't be nearby when they go off. Six arcane explosives might be offered to the team in return for a piece of the rubble that is created by the explosions so that Elliach can study the residue on them and continue his experiments (this is another contract of course). These need to be placed in the munitions dump in so they won't be found.

KABOOM

There are only six transmutation bombs. If the party loses any or uses them for any other purpose than blowing up the building, there is not enough suitable rubble to take back in trade. These items are specific to this mission and do not travel with the characters after.

If the characters are in the vicinity of one of these bombs when it goes off—Each creature in a 30-foot-radius sphere centred on that point must make a DC 14 Dexterity saving throw. A target takes 14 (4d6) fire damage and 17 (5d6) force damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

I. FANG YI'S SWORDS

Fang Yi (an **arcanaloth**), operates a weapons shop on the edges of the emporium. The section of armaments here is adequate but of just barely normal quality. There is nothing special about the weapons and standard prices apply. Just don't let her know the party is doing a job for Fai Chen or she'll try to inflate the prices. She regularly complains about the imps all over the emporium. She is paranoid of Fhet'Ahla and keeps tabs on his minions, if the party buys an item from her she tells them where Beirgroach hid the chest. All of Fang Yi's weapons are encased in blocks of magical glass that dissolve when they are taken from the emporium. This prevents them from being used to break the Wandering Emporium's rules.

J. BEIRGONE, NOT BEIRGOTTEN

Beirgroach had a secret, on one rare occasion while Fhet'Ahla was away from the tent, Beirgroach found himself flush with defiance and bravery. Before he even knew what his little wings were doing, he found himself carrying a large—for an imp—chest. He was certain there were contracts in the chest as he had collected them a couple days earlier. This was Beirgroach's first betrayal (DDAL09-05 *Faces of Fortune: The Story of Fai Chen*).

He hid the chest near his big stash the party or Mahadi found in the previous adventure. The contracts to the Terror Troop are inside this locked box. A successful DC 15 Intelligence (Investigation) check reveals the chest in the area that the characters either know about from playing the previous adventure, or by following the directions given by Fang Yi.

JUST IN CASE

If this adventure is being played as a one-shot, or if the players didn't find the stash in DDAL09-05, have Fang Yi or any of the other merchants tip the players that they saw the imp always lurking around a junk pile near the Gearbox.

Beirgroach could never figure out the lock. The lid to Fhet'Ahla's chest is locked with a cryptex box. Since there are no spells allowed in the emporium, Fhet'Ahla chose this intricate locking system that has no keyhole to pick. See **Appendix 3**.

THE CRYPTEX

The answer to the puzzle is "FATE." Attempting any other answer results in the lock spraying out purple dye in a 15-foot cone away from the lock. Any creature in the area must succeed on a DC 15 Dexterity saving throw or be covered in the stuff. The dye lasts for 1 hour and can be washed off with a sufficient quantity of alcohol. Fhet'Ahla's imps immediately identify the dye as coming from one of Fhet'Ahla's chests and demands a *soul coin* in compensation. Fhet'Ahla may even try to pin the theft on the party rather than suffer the embarrassment of admitting he was robbed by Beirgroach.

AND A TIME FOR ACTION...

Now that they have their information and allies, they need to scout out the munitions dump and finalize their plans. The party arrives at the edge of the canyon from the south. Read or paraphrase:

Looking down into the river valley the Dump appears out of place. You see a castle that was dropped literally *into* the river valley. Instead of sliding down it merged with the rockface embedding it there.

A meteor falls from the sky and impacts the east wall of the canyon raining oxidized rock into the River Styx below. Best to survey the area quickly and finalize your plans.

NOTHING LIKE A SCOUTING PARTY

This is the second half of Part 1. Here the party can survey the area. They can do it via foot, through magic, by air, or from a distance. It might not be a bad idea to remind players that if they can see someone in a desert environment the same could be said back. Low stealth checks could result in glinting armor or weapons, or maybe the character makes noise that gives their position away.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. Dust is always hanging in the air. The ridge along the river is sharp giving a decent view to the munition's depot. There are large rocks inside impact craters and rubble from landslides throughout the area.

Light. The ever-present glow of Avernus brightly lights the area (is it ever night here?). Occasional boulders and impact craters provide shadows for the heroes to hide behind.

Sound. The sound of the river Styx along with the tormented souls within it and the wind.

KEEP A PACE

If the characters linger outside for too long, they risk calamity in the form of one of the meteors that frequently falls to the surface. After each hour, a meteor targets a random character. That character and each creature within 20 feet of it 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. Alternatively, the group might be overcome by swarms of insects or a roll on the below random encounter table.

CREATURE INFORMATION

The cracked desert hellscape is flush with creatures waiting to steal, enslave, or kill for a *soul coin*. If the DM needs an encounter while getting to, or surveying, the Dump use an encounter from below.

AVERNUS RANDOM ENCOUNTER TABLE

d6	Encounter
1	1 bulezau 1 babau
2	2 nupperibo 1 hobgoblin devastator 1d6 goblins
3	1 bulezau 1 shadow demon
4	1 incubus 1d6 imp
5	1d3 vrock
6	1 vrock 1 babau 1 shadow demon

B1. THE RIVER STYX

The river has carved some pretty sharp edges and some classic V-shaped valleys at this point. If the players make a DC 25 Wisdom (Perception) check from where they come up to the canyon, they can make out souls in the river reaching out from the black water with a final grasp of hope before descending further down into the Nine Hells.

MORE THAN WET

Any creature other than a fiend that tastes or touches the river's water is affected by a *feblemind* (DC 15 Intelligence saving throw). This saving throw is repeated each turn as long as the character is contact with the water or until it fails. If not removed after 30 days, the effect is permanent, and the creature loses all memories. Only a *wish* or divine intervention can restore memories lost to the river's water. Any water removed from the river—done by succeeding on a DC 17 Dexterity saving throw—loses potency after 24 hours.

The top floor of Dump is 100 feet down, 150 feet to the ground floor, from the top of the canyon. Climbing down the river canyon only requires one member of the party with pitons succeeding on a DC 15 Strength (Athletics) check. A failure could result in a dunk in the river or falling damage depending where the character climbed from.

B2. UNFORTUNATE SOULS

The river canyon here are the remains of an old C curve in the river Styx. The softer land created a flattened surface for the river to gouge till it met the resistance where the chateau known as the Dump is embedded into the wall at the midpoint of the curve. Taking a moment on the ridge of the canyon allows the party to see paths going to and from the chateau to the upper ridge behind the chateau. There's a group of bodies that have long decomposed along one of the paths closer to the dome. It looks like a group of humanoids and demons. Perhaps they attempted an attack, were prisoners till they met the end of their usefulness, or maybe they were food for the blue guard drakes. Hopefully the party's fate is better than theirs.

B3. FOX & SCORPION

While scouting the ridge the scout, or even the entire party, may come across a **Dalgro Carrionclaw** (a **babau**) leading a team of two **bulezau**, three **dretches**, three **cultists**, and a **cult fanatic**. Carrionclaw is up on the ridge doing the same thing the party is—planning an attack. If the demon notices the characters, the demon detachment hides in attempt to continue his ambush on the Dump unhindered. If the group sees the demons first perhaps they can use them as a distraction to their own infiltration.

What Do They Want? **Dalgro** is ambitious to say the least. He's here to make a name for himself and restore his fallen graces. The cultists and dretches are fodder; there are always more where they came from.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. The **bulezaus** likely do their best to stay at least 30 feet away from one another to get the most out of their Rotting Presence. The **dretches** however, aren't terribly concerned with tactics, and are prone to just attacking the nearest enemy en-masse. **Cultists** are a bit smarter and may pick off the weaker opponents. Nearby patrols may be drawn to the sound of combat—making everyone's job more difficult. Dalgro is aware of this and may hide from the characters if he's able to do so.

Exploration. If the party doesn't interfere, then Dalgro is likely to continue his planned assault on The Dump from the dome; His **cult fanatic** might use spells to bypass the guards allowing the demon group to sneak in leaving the heroes an unguarded way in.

Social. On the off chance the party joins forces with the demon, Dalgro is very likely to turn on the at them first opportunity after they deal blows to the depot, possibly attacking them as they exit or trying to trap them inside on escape.

B4. PATROLS

There are always patrols around the perimeter outside the castle, around the roof of the larger tower, and up along the ridge of the canyon. Every fifteen minutes of play/table time roll for a random unit in to pass by each outdoor location out of combat. In combat after three rounds a random unit could join the fight if the DM feels it is appropriate. Roll on the Random Patrol Table in **Part 2** for a unit.

PLAGUE OF PLAGUESHIELD

Instruct any character who was seen or who enters combat five or more times while in the Dump earns the **Plague of Plagueshield** story award. Their legend has grown and the devils of nearby Plagueshield Point have heard of them from survivors of their assault on the Dump.

At the end of the session have the player make a rumor or nickname for their character. The fiends of Plagueshield Point in DDAL09-07 *The Diabolical Dive* will have heard of a character with this story award. If playing this adventure as a one-shot perhaps you could have **Nuldrath** (C9) know the nickname or rumor and use them in the final battle.

If doing the trilogy, the DM should ask what the character's nickname and apply it for encounters in the Point making them more challenging. DMs are encouraged to interject the player rumors into the fiend's knowledge. This award is a wonderful opportunity to add party or character specific role-play into combat.

B5. THE DUMP

The actual munitions dump was once a warlock's castle that was included in a contract for his soul. Lucky for him, the devil he made the deal with was killed, unlucky for him the contract had a *not getting off that easy* clause and the house was still teleported here. Unfortunately for the warlock, he was in the house when it was sent, some of the goblins think he was trapped in the rock when the house materialized here, while others think he haunts the house. The Rotten Cogs found the place and turned it into a workshop meets munitions dump.

Chateau. The building is right against and partly inside the wall of the canyon. There is a large double door entrance for the vehicles and smaller doors inlaid into the large ones for humanoids. The smaller tower is used as a watch tower, and a simple, yet effective wall has been added. There are arrow slits 15ft up the newer 20 ft. high walls.

Over the years some new entrances have been added, there is one on the back side of the large tower dome, and another along the rock face of the canyon hidden next to the guard tower. Full details on The Dump in **Part 2**.

B6. THE TRADER

The characters encounter Mugmerch (a **barghest** who appears to be a finely dressed goblin) driving a large, metal trading cart—heavy with trade goods—drawn by four **hell hounds**. His goods include large and small metal wares from discarded or destroyed infernal war machines scavenged from the wastes, food stuffs, brews of some kind, sub-par weapons, a large somewhat working ballista with no ammo, and an unhealthy number of beets.

The wagon is beginning its descent down the northern canyon wall. If the party wants to intercept it, they'll need to hurry.

Due to the terrain, and the heat, and need for stealth moving quickly in this environment is not easy. Creatures rushing to catch the wagon must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Strong:** Mugmerch is accompanied by a **merregon**
- **Very Strong:** Mugmerch is accompanied by an indentured **barbed devil**

What do They Want? Mugmerch is playing the long game, and having a good time doing it. He's a barghest who is enjoying the odd quiet kill of the goblins to keep them paranoid. What he really wants is to make his main kill. He's not likely to reveal he is a barghest.

What do They Know? Mugmerch learned that someone important is coming to The Dump. Maybe a General, maybe even Zariel. He is not telling the other goblins because he enjoys the idea of the mayhem he'll get to witness. If persuaded or treated well, he might be willing to share this information with the party. Other things Mugmerch may know is in the **Dramatis Personae**.

If he realizes any of the party are good aligned it would take some very serious convincing for Mugmerch to betray his tribe. If the party is doing Bonus Objective B he might spill the beans about Swamphair, and needing to find the secret entrance in the lower levels. Mugmerch doesn't especially like his tribe and if he is praised or otherwise treated well (see sidebar below), he might help the characters get inside to see what chaos the cause. Everything's finally coming up Mugmerch!

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. If the players attack Mugmerch he's likely to first release his **hell hounds** and call for help. If it is while a patrol is near him, the alarm is sounded and the entire mission is going to be that much more difficult. Mugmerch would probably try to get to the chateau and leave the hell hounds to fight to the death.

Exploration. If the party watches the merchant, the party might see the wagon steer off the road from the main doors and disappear behind the guard tower seemingly into the rock wall leading to **C20**.

Social. **Mugmerch** might be willing to trade with the party if they approach him normally, he is a merchant after all and has no reason to suspect them—unless they exude good. On a Persuasion (Charisma) DC17 check Mugmerch may even bring them with him into the Dump as his guests. If the party is able to get Mugmerch to warm up to them through chatter about his beets, wares, outfit, mocking the goblins, grant the character advantage on the Persuasion check

PART 2: SHOCK & AWE

Estimated Duration: 2 hours 15 minutes

THE DUMP

When Void Chateau was dragged to hell Chalice Void was unfortunate enough to be in the house. Being pulled down and trapped in Avernus has had its toll.

Void Chateau has fallen under the ownership of the Rotten Cogs and the devils that are ordered to work for and with the Cogs. They now refer to it as The Dump and they are pumping out war machines and weapons for Zariel's forces. Time in Avernus has started to warp the goblins who have rust-colored skin and small horns reminiscent of imps.

BEEN HERE TOO LONG

The Rotten Cog goblin tribe has been here generations now and as such have taken on more fiendish qualities than what the party may be used to seeing from goblins. While they still have their wits about them, they have succumbed to the magical effects of being in Avernus too long. All Rotten Cog goblins have the Monster Type of *Small humanoid (fiend)* rather than *Small humanoid (goblinoid)*.

Getting in might seem pretty easy. Getting out without being seen or caught might be more difficult.

STORY OBJECTIVE B.

Sufficiently damaging the munitions dump without getting seen or caught is **Story Objective B**.

SOMETHING DIFFERENT.

This is not your typical dungeon crawl. The goal is to get in and out as quietly as possible while doing as much damage and causing as much mayhem as possible. A plan relying on force may end poorly for the heroes.

Get In: Sneaking in through the upper dome (14) then progressing down or watching Mugmerch in Part I (B4) may let the party discover the secret entrance to the Lower Levels (20). Another option for the party is to go in with Mugmerch, or they are able to use the *glamoured studded leather* and bluff the guard.

Inside: The creatures are likely to view the party with curiosity first. If the party are disguised as goblins, they quickly discover that the goblins only speak goblin and infernal so the goblins may question accents or dialect if the heroes interact with them or don't speak their native language. The party might instead attempt Dexterity (Stealth) checks against passive Perception, perhaps attempting quick quiet strikes taking out one team of enemies at a time. If too many infernal soldiers go missing, the Commander is bound to get suspicious and increase patrols or unit strength. The random table is built to show varied levels of units in the Dump. If it is too easy for your players just maximize the numbers rather than roll.

Get Out: This could be done quietly—the party sneaks out and the bombs explode from a distance. The Terror Troop can set off the explosions. If the alarm has been raised and the characters need to make a quick escape, they might steal a war machine bursting triumphantly out of the front gate. If they made the deal with the salamanders, they'll need one anyway.

AREA INFORMATION

The area has the following features:

Ceilings. The ceilings in this building are all 10 feet high unless otherwise specified.

Light. Everything is well lit with torches, lanterns unless otherwise specified.

CREATURE INFORMATION

While the characters infiltrate the Dump, there are many patrols and groups they must avoid Every fifteen minutes of play/table time roll on the Random Patrol Table in **Part 2** for a unit. For random encounters in the Dump roll 1d20 on the following table; the various key members of The Dump are detailed in the **Dramatis Personae**. Rather than leave all to chance, if you feel more comfortable doing so you should feel free to have patrols appear when appropriate.

Deus Ex Franklins. If there are moments when the heroes are really stuck and need help, Colonel Franklins and/or the Terror Troop are here to assist; even sacrifice themselves in truly cinematic ways: in a mighty explosion, sabotaging a war machine, luring a patrol away with deadly results.

Alarm. If the alarm is sounded, then every patrol and all stationary creatures are on alert and expecting an attack. Patrol times are halved in all areas and add a random patrol that arrives to reinforce every combat in round three. If the characters can stay hidden for a reasonable (a round or two, though this is a good opportunity for the DM to control the pacing) amount of time after sounding the alarm it stops.

RANDOM PATROL TABLE

d20	Encounter
1–12	No encounter
13	2 nupperibos 3 imps 1 barbed devil
14	1 incubus 6 imps
15	1 hobgoblin devastator 2 imps 2 spined devils
16	1 nightmare 2 spined devils 3 nupperibos
17	2 nupperibos 1 merregon 4 goblins
18	1 black abashai 5 goblins
19	1 incubus 2 blue guard drakes 4 goblins
20	1 black abashai 2 blue guard drakes

BOREDOM

So long as the alarm has not been sounded during the mission, most of the units are bored and not incredibly attentive, giving the party advantage on Dexterity (Stealth) checks.

THE GO-WRONG

If the party interrogates or makes a deal with Mugmerch in **Part 1** then they learn that someone important is coming to the Chateau:

one of Zariel's Generals, **General Everbleed**.

Everbleed (an **ice devil**) is annoyed about being on inspection duty, though he does like to see what the Rotten Cogs have come up with. Everbleed arrives halfway through the mission and travels with a **barghest** and a **merregon** in case any goblins or devils have any unfortunate moments of bravery.

GENERAL RAMPAGE

If the party does not engage with Mugmerch let one of the characters overhear a nervous devil talking to another fiend about the General. Let the party see the ferocity and enjoyment that Everbleed derives from his work. The characters should be as terrified as the goblins and devils are. The General and his inspection team should be played up as a roving threat the characters want to avoid.

C. THE DUMP

Since being gutted by the Cogs, the chateau has lost most of its original luster. Along with becoming a munitions lab and garage has led to the Chateau to being called Dump. There are remnants of the chateau's former glory sparsely littered throughout the building: an out of reach painting here, well-worn paint on the walls, a chandelier now used as part of an infernal war machine, etc.

The Dump is more imposing as you get closer to it. It looks bigger than you expected. The walls are substantial and have been some-what maintained. The patrols are regular though look bored. None the less this is not the time to think you're going to have it easy.

C1. WAR MACHINE GARAGE

The garage doubles as a workshop. At one time this large building was multiple floors of rooms and extravagance. Now, the ceiling here is 30 feet high, as the Rotten Cogs gutted this part of the Chateau to make room for the infernal war machines they are building. The walls are studded with remnants of the previous floors jutting from the walls where they were crudely hacked away. There are small holes in the roof as it was never designed to be hollowed out and repairs have been challenging.

A door to the main tower is on the south wall and in the north west corner of the garage there is a large set of makeshift stairs going up to a suspended room. In that same corner under the suspended room is a pile of rubbish that helped name the place. There usually are six **goblins**, four **imps**, and two **spined devils** in the garage working

on the machines or at workbenches. It is a very dangerous idea for the party to engage in combat in this room, though there may be ways to sneak through maybe even hijack a war machine to get back to Mahadi's Emporium.

Inside the garage are three war machines. Two smaller war machines have large mean looking additions—a mix between a cattle guard and a bladed battering ram on the front and mounted crossbows on each side. Both look fully functional, offering a possible way out for the party. The third war machine is double the size of the others and has a simply terrifying visage, but is still incomplete. There are goblins working on the war machines, and at benches along the back wall while ordering different devils around. It is clear that the goblins are the mechanically minded members of the team.

C2. WATCH TOWER ENTRANCE & STAIRS

The entrance is a small simple door. When a patrol passes, they send one guard from the ground floor to the top floor to check the door and look outside. None of the goblins or devils like this job and they are inattentive while climbing the stairs. If the party times it right the entrance and roof are unguarded as the guard is inside walking the stairs.

C3. STAIRCASE

This staircase is the only way up or down inside and sees frequent use. If the DM wants to add more stress when the party is on the staircase roll on the Random Patrol Table.

C4-6. STOREROOMS

Simple storerooms. There are food stuffs, basic tools, spell components, explosive alchemical substances, subpar weapons and armor here. If Mugmerch makes it in without interference, his wares are brought up here.

FORGONE EXPLOSIVES!

If the players did not get the transmutation bombs from Elliach in Part 1 it is possible they can use six of the barrels of explosive material. It's simply viscous liquid that smells of extremely potent alcohol that could be turned into bombs. It would not be wise to keep or move them around often. The party can set them carefully around The Dump, using the same statistics as **Kaboom!** in **Part 1 A-H**.

C7-9. COMMAND BEDROOMS

These chambers house the officers.

Area C7. Here the party finds the locked doors to Chalice Void's chambers (DC 15 Dexterity check with proficiency in thieves' tools). Chalice Void (a **deathlock**) is here, lamenting being stranded in Avernus. He desperately wants his house back and is likely to do anything he can to help any interlopers that might run off the fiends. He figures out the party is going to destroy it, he does not approve. This is the only room that none of the current residents of the house have entered. If the party does enough scouting, they hear rumors of a haunted room. The last Chateau Commander spent time there and one day never came out alive. Here is where General Everbleed is housed when he arrives. The Dump commander sends the General here in the hopes the rumors are true and the General won't come out. If the General gets here before the characters, he encounters Chalice Void and easily overcomes the deathlock. He has Void imprisoned **area 15a** until he can be further questioned.

Area C8. If utilizing **BONUS OBJECTIVE A**, the characters find **Trondoz Wildsnow** here. Otherwise, roll or pick from the Random Patrol Table., above.

Area C9. The Dump commander Nuldrath (a **black abashai**) is in this room with a pair of **merredon** guards on watch in the hall outside. **Nuldrath** has lost favor with Tiamat and has gone to Zariel. Nuldrath hates working in this place especially when the Rotten Cogs started experimenting on the drakes for weapons. If he can stop that and inform Tiamat that he spared some dragonkin from an archdevil, he believes she will grant him her favor again. For amnesty (he is willing to write up a contract) he offers to aid the party if they save the drakes in **area 15c**.

Treasure. Nuldrath has a chest with some of the Dump's payroll inside as well as two *soul coins*, and an *bullet of tiefling slaying*.

OOPS, NO MAP!

This floor should create a bit of a complexity for the party as they didn't factor it into their original plans. Z'neth was never on this floor and didn't know about it.

C10. LOGISTICS OFFICES

This 25-by-15-foot suspended room is where the garage below is managed. It's also where the blueprints for the infernal war machines and some old military invasion plans are stored. A **hobgoblin devastator**, an **incubus**, and two **imps** are here going over some plans for the large war machine below.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak and Weak:** Remove the **hobgoblin devastator** and an **imp**.
- **Strong:** Add a **spined devil**

Triple the Fun. If the party agreed to retrieve blueprints for the salamanders, they're here.

BONUS OBJECTIVE B. If utilizing this content, the characters discover a report, written in Goblin, from **Grinka Swamphair**. He has created a new weapon that is a danger to the characters plans: something called **P.R.A.T.** that can track Good-aligned creatures and is specifically constructed to harm celestials and aasimar.

C11. FORMER LIBRARY

This room was once Void's massive library. The Rotten Cogs have plundered it of anything of value and now use it as a lounge. There are often devils or goblins here playing dragon dice, three dragon ante, and other games. Roll on the Random Patrol Table to see who's here.

Treasure. The characters might recover a finely crafted set of dragon dice made of green infernal steel.

C12. SWITCHBACK UP THE RIDGE

This pathway leads up to the ridge from the dome (**area 14. Dome**) on the top of the main tower.

C13. TOWER TOP FLOOR

The patrolling guard from the tower entrance (C2) comes outside to check the roof every fifteen minutes and then goes back down.

C14. DOME

This chamber was at one point an astronomical observatory. There is a relief on the inside of the dome of the summer solstice night sky. There are pinholes in the wall where the star light would have shone through. A lever is set into the floor—currently in the up position of a cross. If the lever is pulled, the dome begins to spin and shift to another star season. When the dome rotates there is a loud rumble that shakes the tower. This attracts the attention of one of the random patrols.

C15. BEAST CAGES

These cages are used to store beasts for Grinka Swamphair's research.

Area 15a. A dead beast that looks like a blue guard drake fused with a spined devil rots against the rear wall.

Area 15b. This cage contains a **vrock** with the head of a hell hound crudely stitched to it. It is unconscious and clearly close to death.

Area 15c. If the characters search this cage, they find two random trinkets. Otherwise, this cage is empty unless you are using **Bonus Objective B**, in which case it's unusually clean compared to the other two cages. The characters find the entrance to the secret tunnels here.

C16. BLUE GUARD DRAKE CAGE

There are always two-to-four **blue guard drakes** in this large cage. They are being bred here for use and experimentation by the Rotten Cogs. They're not well cared for and are hungry. A successful DC 13 Wisdom (Animal Handling) check calms the drakes. This check is made with disadvantage if the character does not feed them as part of attempting the check. Too much random interaction with these beasts, without a successful Animal Handling check, agitates the drakes who begin to hiss and roar. Goblins in the area arrive shortly after to shut the beasts up. If the check is successful, the drakes can be brought with the characters or turned loose on the Rotten Cogs.

Treasure. If the characters agreed to Z'Neth's deal, they find two drake eggs here. If the characters recovering living guard drakes, Z'Neth pays for them in gold.

C17 & 18. BARRACKS

Here is where the devils and most of the goblins are barracked. Each room is often occupied. Roll on the encounter table or pick a unit from the list for each room. A passive Perception DC 13 determines the rooms are occupied before opening the door.

C19. ROTTEN COG LABS

This room looks like the mix between mad scientist and horror house. There's a large operating table in the center, workbenches surrounding the room, with shelves above crowded with jars filled with all manner of foulness. Is that lone eyeball following them? A spare set of manacles are on the operating table.

A very dead and very emaciated angel hangs on the east wall from manacles set into the wall. It wears a shirt with a bullseye drawn in blood on its chest. A character examining the dead angel that succeeds on a DC 18 Wisdom (Medicine) check deduces that the creature had been tortured and experimented upon before its very essence was drained from it. The keys to the manacles holding the carcass up and the set on the operating table are on a rig that can be found on a nearby workbench. If utilizing **BONUS OBJECTIVE B**, this celestial was the first successful test of the new weapon.

C20. BEAST ENTRANCE

This is a portcullis that leads down a dark tunnel. It is the entrance the Cogs use to get the larger beasts in and out of the lower levels and is the same secret entrance Mugmerch uses allowed to carry on his way in part B4. Lifting the gate takes a combined Strength of 25, or someone can pull the lever found inside the room near the gate.

WRAP-UP: LOVE IT WHEN A PLAN COMES TOGETHER.

There are many options to how the party escapes The Dump and while every session will be different, here are two common possibilities.

Fade Away. If the party chose to leave quietly, the munitions dump goes up in a massive arcane explosion. Chaos breaks loose as the garage roof caves in, injured troops pour out of the burning structure, and one of the two smaller war machines comes peeling out of the garage. There is not a lot of time before the fiends realize the Dump was sabotaged.

Out With a Bang. Nothing like a great escape. As the explosions from the bombs start to go off, chaos ensues. Everbleed blames whomever is closest with deadly results and gets caught in an explosion from one of the bombs or a trap the characters had set. The chaos makes the Dump less guarded, allowing the party to escape.

As the characterless find their way back to the garage, fire from the explosions is close to the flammables in the storage area. Goblins are now trying to save their precious work and themselves. Another explosion rocks the Dump and fresh charred rubble buries the large infernal war machine and the goblins that were trying desperately to finish it and escape. One of the smaller two, crewed by a random patrol, punches out through the gates, smashing them open.

A lone **black abashai**—Commander Nuldrath if the party didn't kill him already—sits in the driver seat of the last war machine and tries to drive it out the gates as the party jumps on. Because there is nowhere to go this devil fights to the death. If the characters don't have them, the war machine has cages of beasts and eggs in its trunk.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Replace with a **barbed devil**.
- **Strong or Very Strong:** Add a **merregon**

PITY TH'FOOL

As you make your way back across the desert plains of Avernus you hear the distant rumble of thunder, yet there are no clouds. You turn back to see the escaped war machine barreling down on you laden with goblins and devils alike.

Have the players to roll initiative. Allow a round of ranged combat before the other war machine closes using some sort of speed boosting technology. Just as the war machine nears, a meteor falls from the sky landing on the goblin driver who received a warning too late.

Dust and debris fills the air, then the party emerges, worn, yet alive and well (with their war machine intact).

MANY THANKS

The Salamander Trio sneaks the party in as promised. If the characters return with one of the new prototype war machines, Mahdi excuses them for sneaking out in thanks for the edge the prototype will provide in dealing with the gangs of Avernus. The characters must complete any deals they made with the different merchants of Mahadi's Wandering Emporium—including any from the Bonus Objectives.

It has been an incredibly long day. Dara seems lighter or at least a bit more lucid than she has in days. Fai Chen comes to you with a large smile on his face. "Well, that was impressive. I rarely see Mahadi nearly break a smile when he's not being paid. The fact that you work for me and not him will grind on him for years," the Shou man chuckles for a moment then sobers up.

"Alright, get some rest. You'll need it before our infiltration into Plagueshield Point." With that Fai Chen leave the room. Dara follows and holds at the tent flap, she turns back and says, "Thank-you." Then leaves, the flap falling closed behind her.

If characters are awarded the **Plague of Plagueshield** story award make sure they come up with a rumor about the character and maybe the group if they all are awarded.

REWARDS

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

PLAYER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 10**.

- *Glamoured studded leather*
- *Arrow of tiefling slaying*
- *Potion of fire giant strength*
- *Soul coin*

STORY AWARDS

The characters may earn one or more of the following story awards; these story awards are described in **Appendix 11**:

- **Plague of Plagueshield.**
- **No Exceptions!**

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement** and **treasure checkpoints** for the characters' completion of objectives, above.

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

DRAMATIS PERSONAE

The following NPCs and locations feature prominently in this adventure. They are listed here in order they are presented in the written module.

Mahadi (muh HAH dee). Appearing as a brown-skinned Turmish merchant lord, Mahadi is actually a rakshasa in service to Asmodeus. He is completely dedicated to his policy of neutrality with customers.

- **What They Want.** Mahadi serves his master by collecting information on customers. And he certainly collects plenty of souls and debts for himself while doing so. He very much wants Dara's pure and god-touched soul as a prize.
- **A Charismatic Host.** Mahadi is more than willing to act as a negotiator and broker for all sorts of creatures in Avernus. His adherence to rules makes him a smart choice and endears him to those he spies on for Asmodeus.

Dara (DAH ra). This 10-year-old child was raised by priest of Ilmater in Amn, where she found and read from the *Book of Exalted Deeds*, after which she was revealed as a Chosen of Ilmater.

- **What They Want.** Dara is on a holy mission into Avernus to find the souls of lost angels and mortal Hellriders who accompanied Zariel during her Descent into the Nine Hells.
- **Wise Beyond Her Years.** Dara is very single-minded about accomplishing her mission and often sounds much more knowledgeable and mature than her years would suggest.

Fai Chen (FIE CHEN). A Shou man, apparently in his late 30s, Fai is well-known for the strange travelling caravan from which he barter and sells magical items and rarities. He only trades for magic items but takes coin for consumables and appreciates the value of a *soul coin*. He is always accompanied by his mule, Gary, and blue faerie dragon, Drandel dew

- **What They Want.** Fai Chen's not terribly pleased to be back at the emporium; he wasn't as ready to return as he thought he was. He knows that Mahadi's generosity isn't granted out of any sort of benevolence, so he wants to get as much done within the month as is possible.
- **Mysterious and Resourceful.** Fai Chen always seems to know more than he's telling, but never offers to share. When in a pinch though, he's willing to lend a hand to those who need it, particularly for an underdog.

Rash, Skids, and Scrapper. These salamanders are an intrepid trio of gearheads. Knowledgeable in the upkeep of infernal war machines and expert smiths, these salamanders owe Mahadi a debt for taking them in and secreting them away after a bold escape from the Bel's Forge. The salamanders talk to each other in Ignan. Rash has learned some broken common and speaks for the group though getting Tarkleby's help with translation might be warranted.

- **What They Want.** To make Mahadi proud and get famous doing it. To do that they want Rotten Cog infernal war machine blueprints so they can make them better.

- **Sibling Effectiveness.** Picture these three working together like close siblings, arguing while doing the task at hand, to the untrained eye it will look super chaotic, it is in fact well honed and super effective.

Colonel Flip Franklins. genderfluid human fighter. Franklins was part of the Flaming Fist honor guard for Duke Ravengard. They were off duty when the Descent happened and feels nothing but guilt that they were not on duty. Franklins is willing to help the party fairly easily as they have a need to take their frustrations out on something.

- **What do They Want?** To get out of Avernus with soul intact—even if that is via death
- **Fist of Glory.** Doesn't have a suicide wish, but if the only way out of hell is to die Franklins is likely to take as many fiends with them as possible.

Z'Neth, the Hobgoblin Beast Master. Z'Neth is an expert beast master and trainer of all manner of creatures. In fact, the more disgusting a creature appears, the more adorable it is to this strange hobgoblin ranger. Within the Emporium, Z'Neth maintains portable stabling for beasts of burden and has a small collection of exotic critters that she's happy to put on display for a reasonable price.

- **What They Want.** Z'Neth wants more creatures to add to the Pens.
- **Gentle Giant.** Z'Neth may be stuck in hell but she has the creatures and stables she's always wanted. She is fiercely gentle and kind to the creatures. She doesn't suffer abuse from anyone towards them.

Terror Troop. The Troop uses the chaos of the emporium to their advantage, training almost in plain sight. The troop is made up of five individuals: Sabah Human female, Diago human trans male, Mormo tiefling male, Delre female dwarf, and Franklins. The four other than Franklins all owe soul debts. Use

- **What They Want.** They want to be set free. All made foolhardy deals with devils. And only made that realization too late.
- **Forever is a Long Time.** All four of the terror troop are dedicated to finding *any* way out of their contracts and the emporium.

Burney the Barber. Burney presents as a cheerful Calishite woman providing barber services up to and including medical attention for those with injuries and ailments; treat Burney as if she had the Healer feat and proficiency in healer's kits and herbalism kit.

- **What They Want.** Burney enjoys all manner of stories (frequently making them up as she goes along), especially those with a moral twist at the end.
- **Coin Collection.** Burney charges 1 gp for each service provided. If offered a *soul coin*, she turns it down with a look of disgust and disappointment. She won't even touch it.

Fhet'Ahla. This amnizu provides imps as couriers as well as a variety of spell-casting services for transmitting information over long distances. Additionally, Fhet'Ahla is also willing to pay 100 gp for a *soul coin* (minus 25 gp for each charge used from the coin) and acts as a notary for the signing of infernal contracts.

- **What They Want.** To make **all** the deals, he believes his control over the contracts gives him power!
- **Kind of a Jerk.** As with many amnizu, Fhet'Ahla is a skilled tactician, but he spends most of his efforts on finding ways to abuse his authority over the creatures that serve him. All about the deal.

Grimble Tarkleby. This gnarled old gnome looks like they have made one too many deals with a devil and lost. Grimble speaks eighteen different languages, two of which are non-verbal.

- **What They Want.** To buy his soul back from Mahadi who won his coin in a deal with a demon.
- **Unfortunately, Invaluable.** Grimble is acutely aware how valuable he is to Mahadi. He's confident if he can get enough souls to replace him, he'll buy his freedom. He's probably wrong.

Elliach, the Transmuter (ELL ee ack). When they first met, Mahadi saw the value in paying Elliach's debts off and bringing him to Avernus to work in the emporium. Elliach's exposure to demon ichor has warped his arms, which have become tentacles with fingers at the ends. His ears sprouted wings and flew away. As a result, he is deaf and relies on lip-reading and gestures to communicate. He's not mute but finds that the more he fakes it, the more others underestimate him.

- **What They Want.** Elliach has lost his mind. He no longer concerns himself with getting away, he just wants to know how successful his creations are.
- **Roll of the Dice.** Elliach is a notorious gambler. Though most people think because he can't hear, they can take advantage—he has learned lipreading and plays the fool well, often coming out ahead

Fang Yi This arcanaloth had done well for herself while Fai Chen was gone. She has been known to pass on information about who is picking up weapons to others who pay well enough allowing them to set up ambushes.

- **What They Want.** To destroy Fai Chen, economically of course.
- **Worst Timing.** Fang was getting ready to do a major expansion. She wants to completely expand her stock and supplies and move from weapons to more. She sees herself as the next Fai Chen. She has even extended her debt with Mahadi to do so. Fai Chen being back hinders her abilities to do so.

Beirgroach (BEER GROWCH).

This imp is kept by Fhet'Ahla as one of his messengers. He currently has a stash of coins and other goods hidden away in one of the infernal machines that houses the Emporium while they travel. If the players completed DDAL09-05 *Faces of Fortune: The Story of Fai Chen*, then Beirgroach is likely gone or dead

- **What They Want.** Beirgroach is greedy and opportunistic. He is also very eager for promotion after many years serving as a courier for the Wandering Emporium. He is working with the Rusty Razors and

taking a cut of their spoils in hopes of buying his way upward among the infernal hosts of Avernus.

- **A Cunning Coward.** Beirgroach is full of honeyed words and seems ready to please. Beneath that façade, he seethes, looking for opportunities to buy, cheat, or steal his way out of his current situation. If pressed, however, he quickly gives up what he knows.

Dalgré Carrionclaw. Dalgré was once a prominent lieutenant in the demon armies. He was the subject of a successful advancement plot and escaped from total betrayal. Now simply looked down upon Dalgré is planning to infiltrate and sabotage the Dump to do as much damage as possible and gain back the favor he lost.

- **What They Want?** Dalgré wants nothing more than to gain back the position he believes should be afforded to him. He's incessantly egotistical and sure of himself.
- **Lesser Than.** Dalgré values his life over all others. If he sees any of the attacks going poorly, he is very likely to attempt escape—even if that means leaving his unit behind to die.

Mugmerch. A Rotten Cog goblin who was thrust into being a trader, then became a barghest. Resenting both at first Mugmerch quickly learned that he was a very skilled negotiator and flourished in both new roles. He is now respected with a certain amount of rank in his clan. He has made trades that have benefited himself and his goal of hunting worthy goblin prey. He killed the previous Goblin Commander, not Void, and set the body to perpetuate that myth and keep himself in the clear.

- **What They Want.** Mugmerch prides himself on his ability to make-a-deal, and loves to show off his winnings (like his fine clothing he won in a really great game of dragon dice with its previous owner on this past trading run. When that owner found out Mugmerch played creatively, they got into a fight. Mugmerch still walked away with the clothes and his hell hounds ate fresher meat than they often get. It's too bad he'll have to find another dice buddy.).
- **Gift of Gab.** Mugmerch has a weakness. He doesn't know when to stop bragging. He is very likely to talk about Zariel coming, his magic armor won in a card game, the possible location of the blueprints or the drake eggs. He is happy with the developments he has done for the Cogs and feels unappreciated by his tribe even though he didn't want this job in the first place. Mugmerch would be willing to show off to worthy individuals his accomplishments.

General Everbleed. (ice devil) Everbleed argued against Zariel's decision to adopt the goblin tribe into the fold, but he has begun to see their worth. He still treats them as second-class, though he does not interfere with them and takes his frustrations out on a lesser devil like a dretch or nupperibo before a goblin. That doesn't make the goblins any less terrified and they suffer abuse if there are no fiends around.

- **What They Want.** To do the inspection and get out of the Dump as fast as possible.
- **Mean as Mean Can Be.** Everbleed is ruthless and without mercy or consideration for any of the lesser beings who are here. He won't harm the goblins lest he incur Zariel's wrath. He doesn't have the same consideration for the lesser Devils, and the Goblins don't know he can't touch them either. Everyone fears Everbleed.

CREATURE STATISTICS

The following creatures are encountered in this adventure.

BABAU

Medium Fiend, Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

Challenge 4 (1,100 XP)

Innate Spellcasting. The babau's innate spellcasting ability is Wisdom (spell save DC 11). The babau can innately cast the following spells, requiring no material components:

At will: *darkness*, *dispel magic*, *fear*, *heat metal*, *levitate*

ACTIONS

Multiattack. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when used with two hands to make a melee attack.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (Natural Armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

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

Saving Throws Str +6, Con +7, Wis +5, Cha +5

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

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

ACTIONS

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

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

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

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

BARGHEST

Large fiend (shapechanger), neutral evil

Armor Class 17 (Natural Armor)

Hit Points 90 (12d10 + 24)

Speed 60 ft., walk 30 ft. (in goblin form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+3)

Skills Deception +4, Intimidation +4, Perception +5, Stealth +4

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60ft., darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Shapechanger. The barghest can use its action to polymorph into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a *fireball* spell) don't have this effect on the barghest.

Keen Smell. The barghest has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The barghest's innate spellcasting ability is Charisma (spell save DC 12). The barghest can innately cast the following spells, requiring no material components:

At will: *levitate*, *minor illusion*, *pass without trace*
1/day each: *charm person*, *dimension door*, *suggestion*

ACTIONS

Bite. *Melee Weapon Attack (true form only):* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

BLACK ABISHAI (NULDRATH)

Medium fiend (devil), lawful evil

Stat Block Data 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.

BLUE GUARD DRAKE

Medium dragon, unaligned

Armor Class 14 (Natural Armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., burrow 20 ft.

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

Skills Perception +2

Damage Resistances lightning

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.

BULEZAU

Medium Fiend, Chaotic Evil

Armor Class 14 (Natural)

Hit Points 52 (7d8 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	14 (+2)	17 (+3)	8 (-1)	9 (-1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Abyssal telepathy 60 ft.

Challenge 3 (700 XP)

Rotting Presence. When any creature that isn't a demon starts its turn within 30 feet of one or more bulezaus, that creature must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage plus 1 necrotic damage for each bulezau within 30 feet of it.

Standing Leap. The bulezau's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Sure-Footed. The bulezau has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Barbed Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d12 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and the target must repeat the saving throw after every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 4 (1d8). The target dies if its hit point maximum is reduced to 0.

CULT FANATIC

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

Armor Class 13 (Leather Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

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

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

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

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

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

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

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

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

CULTIST

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

Armor Class 12 (Leather Armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+-)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

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

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

DEATHLOCK (CHALICE VOID)

Medium undead, neutral evil

Armor Class 12 (15 With Mage Armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Int +4, Cha +5

Skills Arcana +4, History +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 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): *chill touch, eldritch blast, mage hand*

1st–3rd level (2 3rd-level slots): *arms of Hadar, dispel magic, hold person, hunger of Hadar, invisibility, spider climb*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

Deathly Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (Natural Armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The dretch makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

GLADIATOR (FLIP FRANKLINS)

Medium humanoid (any race), any alignment

Armor Class 16 (Studded Leather, Shield)

Hit Points 12 (15d8+45)

Speed 30 ft.

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

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +10

Senses passive Perception 11

Languages Common

Challenge 5 (1800 XP)

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

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

ACTIONS

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

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

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

REACTIONS

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

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (Natural Armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages Understands Infernal but can't speak it

Challenge 3 (700 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

HELMED HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistance bludgeoning, piercing, and slashing from nonmagical Attacks that aren't Adamantine

Damage Immunities Poison, Necrotic, Force

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

Senses blindsight 60 ft. (blind beyond this radius)

Languages understands the languages of its creator but can't speak

Challenge 4 (1100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

HOBGOBLIN DEVASTATOR

(GRINKA SWAMPHAIR)

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (Studded Leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Skills Arcana +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

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

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

1st level (4 slots): *fog cloud*, *magic missile*, *thunderwave*

2nd level (3 slots): *gust of wind*, *Melf's acid arrow*, *scorching ray*

3rd level (3 slots): *fireball*, *fly*, *lightning bolt*

4th level (1 slot): *ice storm*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

ICE DEVIL (GENERAL EVERBLEED)

Large fiend (devil), lawful evil

Armor Class 18 (Natural Armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

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

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

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

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

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

ACTIONS

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage if successful.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

IMP

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

INCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (Natural Armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

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

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

MERREGON

Medium fiend (devil), lawful evil

Armor Class 16 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands Infernal but can't speak, telepathy 120 ft
Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The merregon makes two halberd attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the merregon makes three halberd attacks.

Halberd. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

REACTIONS

Loyal Bodyguard. When another fiend within 5 feet of the merregon is hit by an attack, the merregon causes itself to be hit instead.

NUPPERIBO

Medium fiend (devil), lawful evil

Armor Class 13 (Natural)
Hit Points 11 (2d8 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	3 (-4)	8 (-1)	1 (-5)

Skills Perception +1
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities Blinded, charmed, frightened, poisoned
Senses blindsight 10 ft. (blind beyond this radius), passive Perception 11
Languages understands Infernal but can't speak
Challenge 1/2 (100 XP)

Cloud of Vermin. Any creature, other than a devil, that starts its turn within 20 feet of the nupperibo must make a DC 11 Constitution saving throw. A creature within the areas of two or more nupperibos makes the saving throw with disadvantage. On a failure, the creature takes 2 (1d4) piercing damage.

Hunger-Driven. In the Nine Hells, the nupperibos can flawlessly track any creature that has taken damage from any nupperibo's Cloud of Vermin within the previous 24 hours.

ACTIONS

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

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	12 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities Radiant

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

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

SHIELD GUARDIAN (P.R.A.T.)

Large construct, unaligned

Armor Class 17 (Natural Armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (-0)	3 (-4)

Skills Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages Understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (Natural Armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

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

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

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

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

SWARM OF INSECTS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (Natural Armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages --

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

THUG (TERROR TROOP)

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

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400ft ft., one target. *Hit:* 5 (1d10) piercing damage.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

WHITE ABASHAI (TRONDOZ

WILDSNOW)

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.

APPENDIX 1: A SILVER LINING (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

A SILVER LINING

A white abishai named **Trondoz Wildsnow** resides at the Dump. It's rumored that he has been inside the tower of Arkhan the Cruel. If the characters can capture Trondoz alive and bring him to Burney, Burney promises them the location of Gaaelmorian the silver dragon. Retrieving this information is one of the potential hooks for DDAL09-10 *Tipping the Scales*.

STORY OBJECTIVE.

Finding and capturing Trondoz Wildsnow from the Dump and returning him Burney *alive* is **Story Objective A**.

A. STORYTIME

At the emporium. See **Part 1: Encounter A5** for the setting information in the emporium. A5 and for Burney's Tent.

STORYTELLER SHARES WHAT SHE WANTS

Burney the Barber has information about the location of a silver dragon named **Gaaelmorian** that is currently in Avernus. A silver dragon would be a powerful ally for Dara's plan to help defend Elturel. Burney is willing to trade the location of the silver dragon if the characters gather some additional intelligence for her. She prefers not to speak to characters who have used more than three charges from *soul coin* unless she has no choice. If there is no such character to deal with, she relents, but only for Dara.

B. THE FIND

Wildsnow (a **white abishai**) doesn't know Burney is sending a force after him. He is just a particularly paranoid fiend and hiding from Arkhan the Cruel after infiltrating Arkhan's tower. He is just making plans and planning his next steps. Wildsnow doesn't completely trust Nuldrath, so he keeps his guard pets (a pair of **blue guard drakes**) with him in the room.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **blue guard drakes**
- **Weak:** Remove a **blue guard drake**
- **Strong:** Replace a **blue guard drake** with a **merregon**
- **Very Strong:** Add two **merregon**

What do They Want? Currently Wildsnow is hiding from the forces of Arkan. He wants to rest, recuperate from his escape, and get back to his queen Tiamat.

What do They Know? Like most abishai he knew of Nuldrath and his fall from grace with the Queen. Wildsnow used Nuldrath's desire to be back in her graces in order to get a place to hide. Wildsnow has very little interest in what the Rotten Cogs or Nuldrath are doing here. The pettiness of the fiends is inconsequential and that one day his queen will rise and all will bow to her. Also mortals make the best slaves.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Wildsnow and his drakes fight to the death in the close quarters room. Wildsnow is likely to call for help if he thinks that Nuldrath is nearby.

Exploration. Wildsnow is not expecting anyone. The blue guard drakes are laying down near the door and Wildsnow is his desk with his side to the door.

Social. Wildsnow doesn't come willingly unless he believed that it would hinder Arkhan's attempts to find him. If he learns of a silver dragon or any of the metallic forces are in Avernus he refuses to cooperate, as they are enemies of his Queen Tiamat and he must warn her immediately.

C. NOW WHAT?

Now that the party has captured Wildsnow they have to secure him and get him out. There are manacles in the labs in **Part 2: Encounter C19**. What do the party do with him till then? If they leave him here tied up, there is a chance someone will come across him. They could take him outside except risk the same problem. If left outside, the demons might also claim him as a hostage. Taking him along as they complete their sabotage might work; perhaps he'll find the whole exercise entertaining as the characters destroy Nuldrath's current post.

THE RETURN

Now the easy part, right? The damage is begun, the chaos is raging, how does the party get Wildsnow back. If they're sneaking out, they could steal Mugmerch's Wagon, have a strong character strong carry him, or if they went out with a bang Wildsnow, might even be impressed that they did so much damage to a rival of Tiamat and goes willingly. The characters can always stuff him in the trunk of a war machine. Characters that deliver Wildsnow to Burney the Barber are informed of the location of Gaaelmorian the dragon, and a name with a warning. **Kesaiash (kez A EE ash)** is a bone devil somehow involved with Gaaelmorian's troubles, and it's especially fond of telling dangerous lies to mortals.

APPENDIX 2: OF ANGELS AND GOBLINS (BONUS OBJECTIVE B)

Estimated Duration: 1 hour

OF ANGELS AND GOBLINS

Grinka Swamphair has created a new weapon that is a danger to the characters plans: a construct that can **track Good-aligned** creatures and is specifically constructed to harm celestials and aasimar. This mission adds a set of tunnels only present if this Bonus Objective is being utilized.

STORY OBJECTIVE.

Defeating Grinka Swamphair and destroying the prototype and its plans is **Story Objective B**.

A. THE DUMP ROTS

While investigating room **Part 2: Encounter C10** the characters find a report that a particularly talented goblin inventor named Grinka Swamphair has created a new weapon in the tunnels below that is a danger to the characters plans: something called **P.R.A.T.** A weapon that can track good aligned creatures and is specifically constructed to harm celestials and aasimar. While investigating **Part 2: Encounter C19**, they find evidence that the weapon works.

They must destroy the prototype and the plans, or risk having it show up later in the course of their missions hunting for Dara! An investigation of **Encounter C15c** reveals a hidden entrance to the tunnels into the rock face. The map for this area is **Appendix 8**.

B. ROTTEN HORRORS

This secret entrance is just for goblins, they are very careful the devils don't know about it. The blue guard drakes in C16 know that is where their tormentors come from.

AREA INFORMATION

The tunnels have the following features:

Ceilings. Natural basaltic caves with ceilings ranging in height from 15- to 60-feet high.

Light. Complete darkness. The goblins can see in the dark and it helps keep the test subjects subdued.

Sound. Relatively silent, though there is the odd goblin chatter if the unit leaders are awake. And there are also screams of torment from creatures being tested on.

Smell. The scent in here is nearly unbearable for most humanoids. Characters must succeed on a DC 18 Constitution saving throw DC 18 be poisoned while in these tunnels. Any goblinoid, kobold, orc, or half-orc characters gain advantage on the saving throw and those who do not breathe are immune.

CREATURE INFORMATION

Grinka Swamphair (a **hobgoblin devastator**) is most likely to be found in **area 2** or **area 4**. If he's awake, he's accompanied by three **goblins**. If attacked, he immediately calls his construct to him. Until this moment the party should not know that the weapon is a construct.

P.R.A.T.

Pretty Radical Angel Terminator. This **shield guardian** has the following changes:

- It can detect any celestial, aasimar or good aligned creature up to 600 ft. It knows the direction and general movement within that range. This does not give specific details.
- The P.R.A.T. has resistance to necrotic and radiant damage.
- The creature's Spell Storing trait is removed and it is immune to the *fireball*, *heat metal*, and *lightning bolt* spells.
- The creature's Shield reaction is replaced with Staggering Smite. Upon hitting a celestial, aasimar or good aligned creature with a melee weapon attack, the P.R.A.T. can use a reaction to have the attack deal an extra 10 (3d6) psychic damage to the target and force the target to attempt a Wisdom saving throw. On a failed save, the target has disadvantage on attack rolls and ability checks, and can't take reactions until the end of its next turn. After using this reaction three times, the P.R.A.T. can't do so again until it completes a short or long rest.

P.R.A.T. gives attack priority in this order: celestial, aasimar, paladin or cleric of a good domain, if there is an aasimar paladin or cleric of a good deity P.R.A.T. does not stop attacking them until they go unconscious. Grinka Swamphair fights to the death and keeps himself behind P.R.A.T. and the other goblins.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **shield guardian** with a **helmed horror** with the same **damage resistance**.
- **Very Strong:** Add a **white abashai**.

B1. HOLDING AREA

Here there are a mess of creatures and prisoners waiting to be subjects: devils, drakes, goblins, humanoids. Almost all emaciated and weak, all chained to the floor or walls with pitons and manacled chains.

If the party can set them free, they cause enough havoc that the characters gain advantage on all Dexterity (Stealth) checks.

B2. SLEEPING SECTION

The Rotten Cogs don't really like the devils and consider them a work force at best. To separate themselves from the general workers the Cog goblin leaders, including Swamphair, sleep here.

If the party attacks while Swamphair is not present, there are there are three **hobgoblin devastators** here instead.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **hobgoblin devastators**.
- **Very Strong:** Add a **white abashai** skinned as a goblin.

B3. LIVING SPACE

This area is littered with refuse, storage and food prep: meats most rotten, some fresh from all sorts of creatures and critters fill the tables in this area. A small underground creek that feeds into the River Styx provides fresh water.

Treasure. One of the hobgoblins has a *potion of fire giant strength* tucked into his belt.

B4. TEST AREA

The labs above are good for many things but this larger space is better for the big tests like those trying to enhance the blue guard drakes. The goblins have started harvesting devils, demons, and drakes of all sorts for parts. Some are dead and missing half their organs, some are just tortured and chained, while others are fresh and waiting. What appears to be a statue stands in the middle of the room. This is the **P.R.A.T.**

If one of the characters is a celestial, aasimar, or good-aligned, or if they party brought Flip Franklins with them to the dump, the P.R.A.T. already know they are coming and has warned Swamphair that the heroes are coming so they can set up an ambush.

APPENDIX 3: FHET'S LOCK

The four center wheels have Infernal letters on them and can be rotated. Around the caps, is a poem:

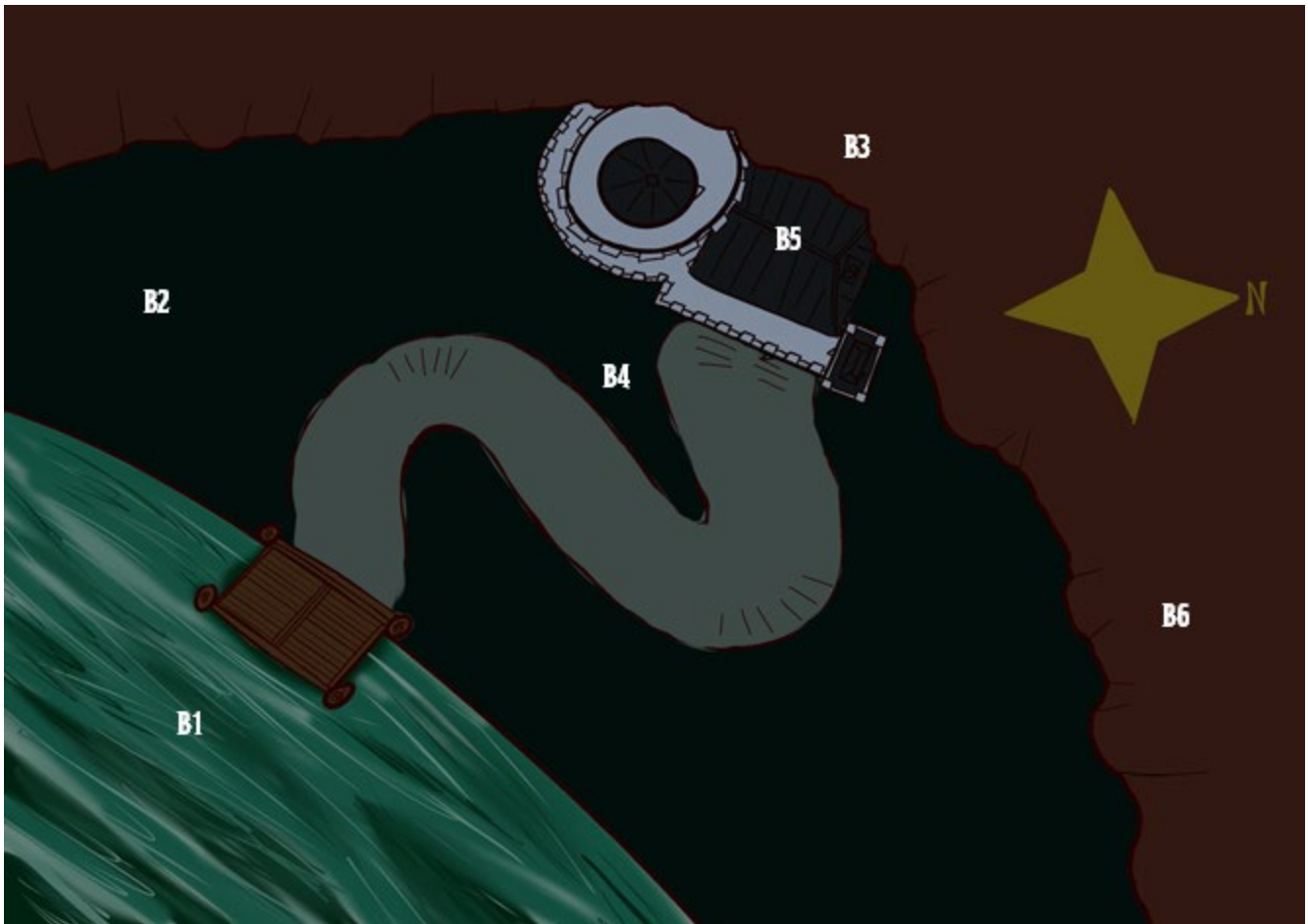
*You must, you can, you might, you won't
Whatever you do
I decide what you don't
You fight, you cede, you fly, you give
Whatever you try
I decide how you live
A will, a way, a soul, a heart
Whatever you are
I control from the start*

APPENDIX 4: DUMP & RIVER STYX MAP

This is one of two maps provided by Z'Neth.

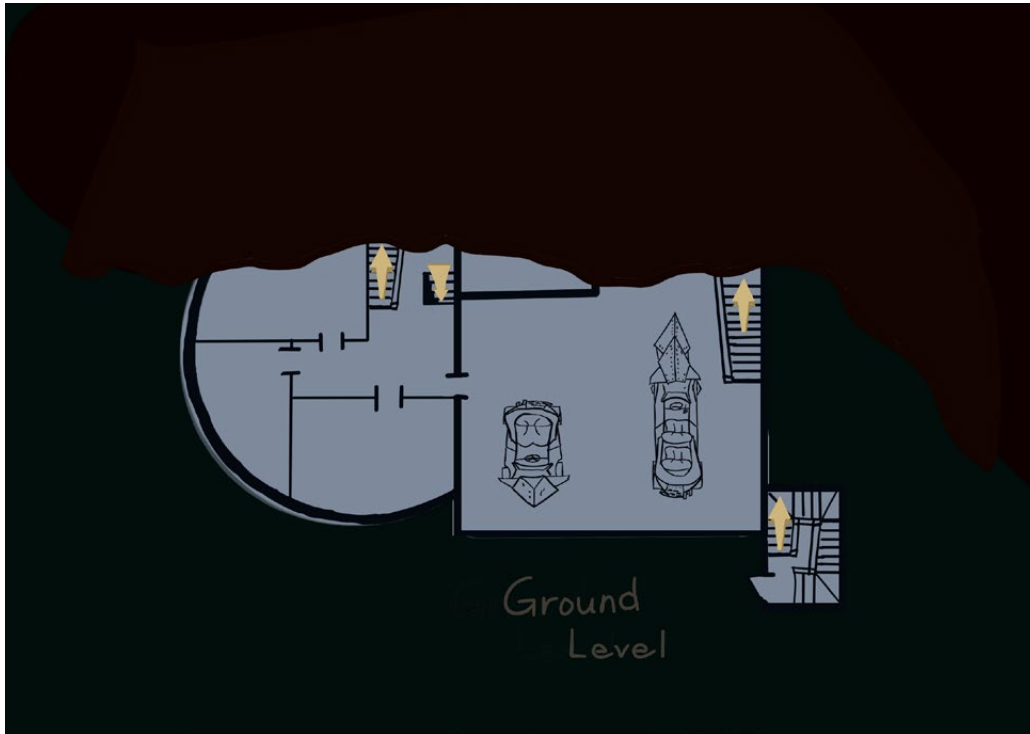


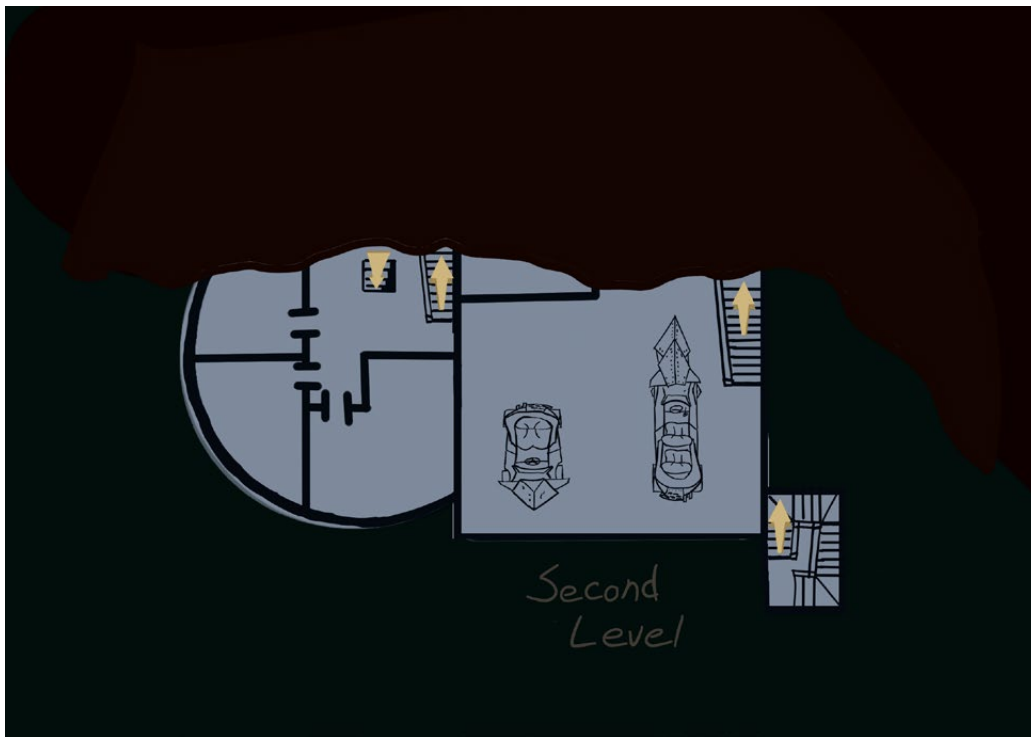
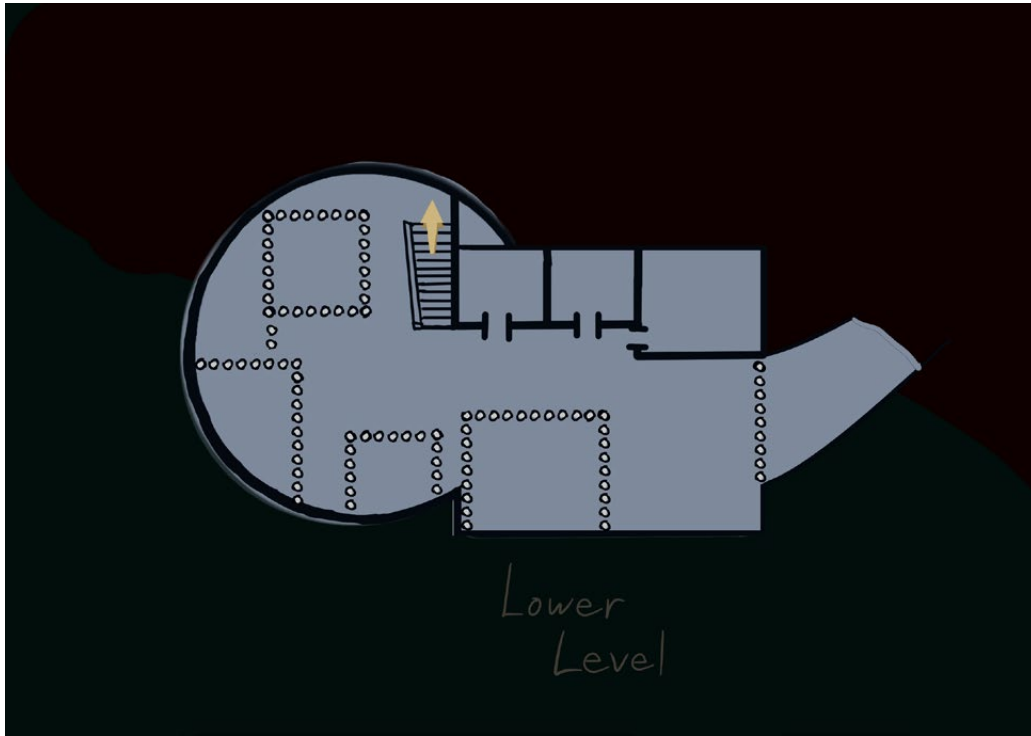
APPENDIX 5: DUMP & RIVER STYX MAP (LABELED)



APPENDIX 6: Z'NETH'S MAPS

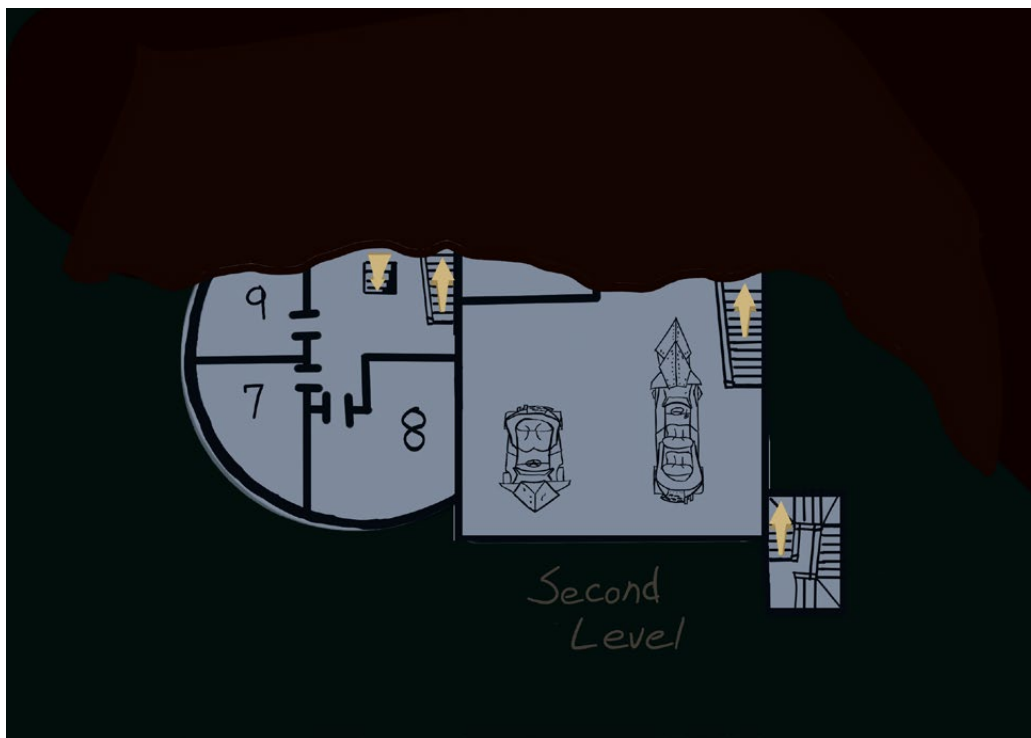
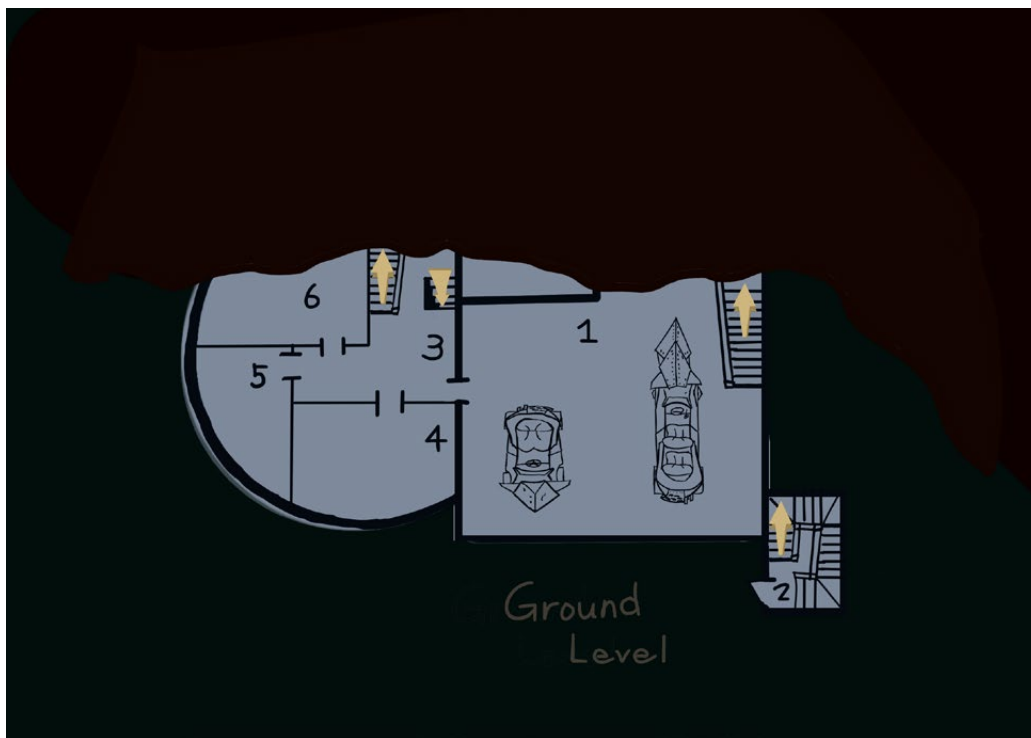
This is one of the hand drawn hide maps drawn by Z'Neth for the group.



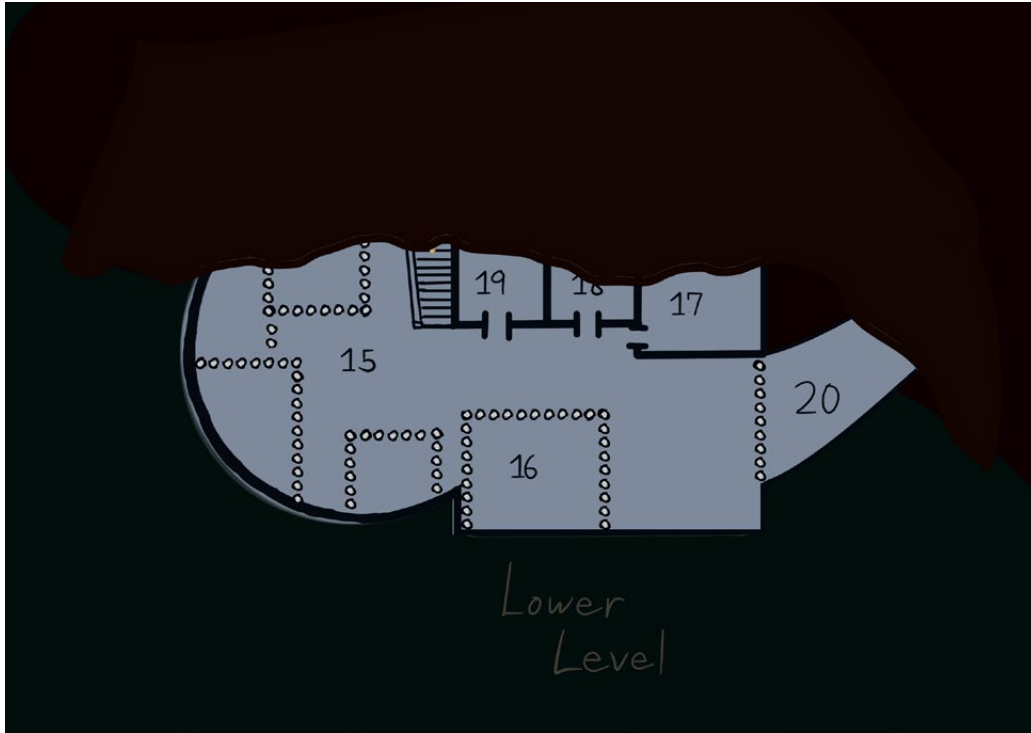


APPENDIX 7: Z'NETH'S MAPS (LABELED)

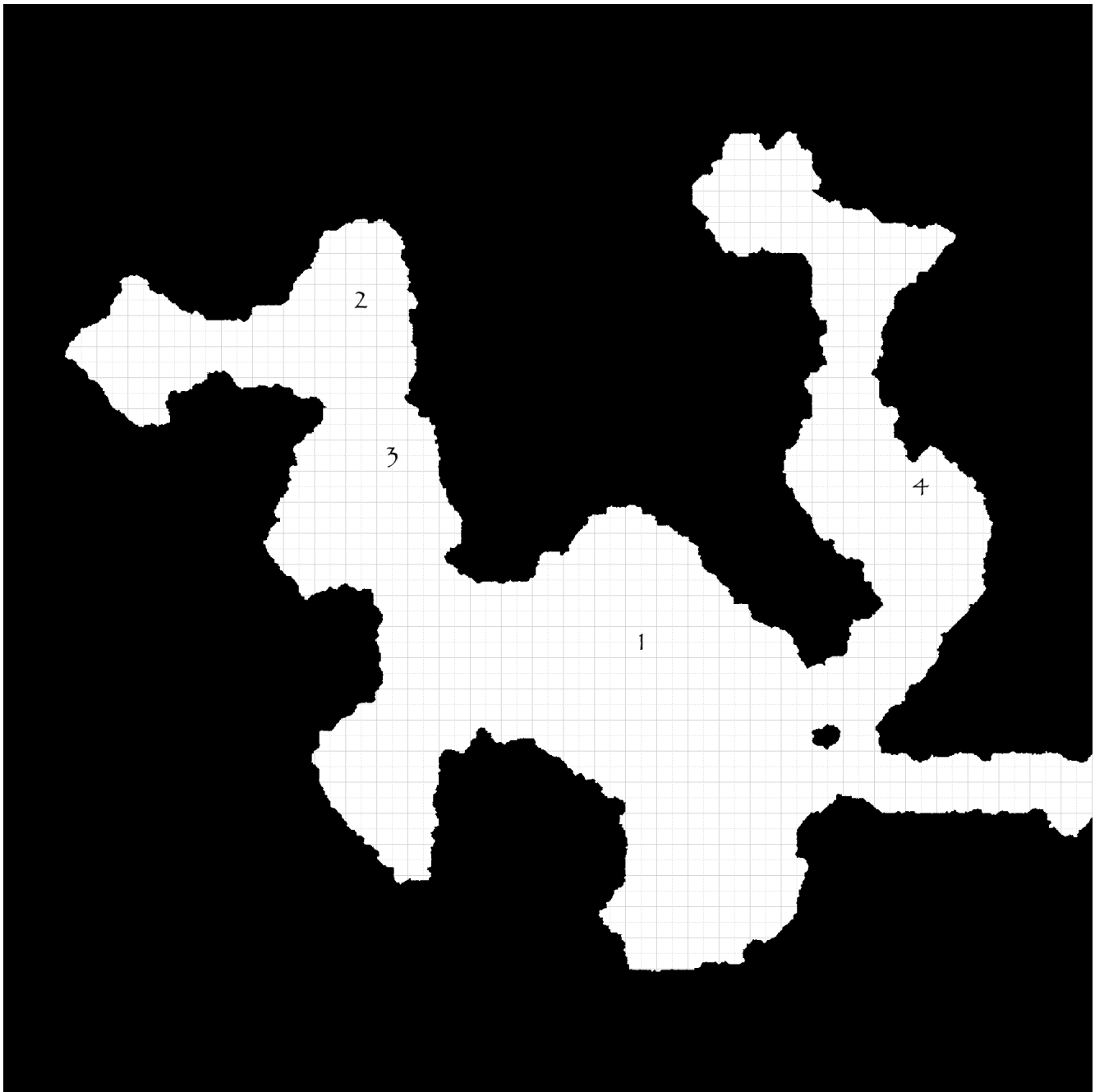
This is the DM layout and numbers of Chateau Void, aka The Dump. Note the group. Z'Neth map is missing a floor and is presented out of order as it's drawn from memory.







APPENDIX 8: ROTTEN COG MAP



APPENDIX 9: INFERNAL WAR MACHINE

INFERNAL WAR MACHINES

RULES FOR PLAY

BASE WAR MACHINE

BASE WAR MACHINE

Huge land vehicle

Creature Capacity 8 Medium creatures

Cargo Capacity 10 tons

Armor Class 16

Hit Points 150 (damage threshold 10)

Mishap Threshold 35

Speed 100

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	14 (+2)	1 (-5)	1 (-5)	1 (-5)

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

Damage Immunities fire, poison

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

CREATURE CAPACITY

The maximum amount of creatures that can fit onto the war machines

DAMAGE THRESHOLD

If a single attack deals less damage than the damage threshold, it is deflected

MISHAP THRESHOLD

If a single attack deals equal or greater damage than the mishap threshold, the war machine suffers a mishap

RIDING A WAR MACHINE

A war machine counts as difficult terrain (i.e. movement costs doubled).

Each war machine has **stations** that you can occupy. Entering a station costs all your movement, but leaving it costs none. Only one creature can fit into a station.

- The character in the **helm** station can use their movement to execute a **basic maneuver** and their action to perform an **attack maneuver** (see Helm Maneuvers).
- A character in a **weapon** station can use their action to make a **weapon attack** with that weapon.

All other creatures embarked on a war machine are considered to be riding on top of it, unless they choose to shelter inside as part of their movement. Characters inside the vehicle can't be targeted by attacks.



HELM MANEUVERS

A character in the Helm station can perform the following:

Basic Maneuver. A character in the helm station can use their **movement** to move the vehicle its speed. During this movement, they can take two turns of up to 90 degrees.

Attack Maneuver. A character in the helm station can use their **action** to perform one of the following:

- Ram** Move up to the vehicle's speed in a straight line, entering Large or smaller creatures' spaces. Each target must make a DC 18 Dexterity save. On a success, it is pushed 5 feet to the nearest unoccupied space. On a failure, it falls prone and takes 28 (8d6) damage. At the end of the move, the vehicle can ram an adjacent creature or object. **Attack:** the driver makes a Dexterity attack (land vehicles). **Hit:** the target takes 22 (4d10) bludgeoning damage and the attacker takes half damage.
- Sideswipe** **Target:** one vehicle at close range ahead. **Attack:** Strength check using the vehicle's Strength modifier contested by the target vehicle's Dexterity or Strength check. **Success:** target vehicle pushed into adjacent zone and passengers must succeed on DC 10 Strength check or fall prone.

SOUL COINS

As a bonus action, you can feed 1 soul coin to the machine to achieve one of the following effects:

- Increase the war machine's speed by 20 feet until the end of the character's next turn.
- The next time a weapon on the war machine deals damage before the end of the character's next turn, it deals an additional 10 force damage.
- The infernal war machine regains 20 hit points.

STATION COVER

A creature manning a station has cover:

- The helm station has three-quarter cover (+5 AC and Dexterity saving throws).
- Each weapon station has half-cover (+2 AC and Dexterity saving throws).

If a creature occupying a station is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

APPENDIX 10: MAGIC ITEM

The following magic items are found in this adventure.

GLAMOURED STUDED LEATHER

Armor (studded leather), rare

While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor. This item can be found in the *Dungeon Master's Guide*.

Made from tough yet flexible giant abyssal crocodile hide leather, studded with what look to be teeth to make it studded leather.

BULLET OF TIEFLING SLAYING

Weapon (bullet), very rare

An arrow of slaying is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both arrows of dragon slaying and arrows of blue dragon slaying. If a creature belonging to the type, race, or group associated with an arrow of slaying takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an arrow of slaying deals its extra damage to a creature, it becomes a nonmagical arrow. This item can be found in the *Dungeon Master's Guide*.

POTION OF FIRE GIANT STRENGTH

Potion, rare

When you drink this potion, your Strength score becomes 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This item can be found in the *Dungeon Master's Guide*.

SOUL COIN

Wondrous item, uncommon

Soul coins are about 5 inches across and about an inch thick, minted from infernal iron. Each coin weighs 1-third of a pound and is inscribed with Infernal writing and a spell that magically binds a single soul to the coin. Because each soul coin has a unique soul trapped within it, each has a story. A creature might have been imprisoned as a result of defaulting on a deal, while another might be the victim of a night hag's curse.

Carrying Soul Coins. To hold a soul coin is to feel the soul bound within it—overcome with rage or fraught with despair. An evil creature can carry as many soul coins as it wishes (up to its maximum weight allowance). A non-evil creature can carry a number of soul coins equal to or less than its Constitution modifier without penalty. A non-evil creature carrying a number of soul coins greater than its Constitution modifier has disadvantage on its attack rolls, ability checks, and saving throws.

Using a Soul Coin. A soul coin has 3 charges. A creature carrying the coin can use its action to expend 1 charge from a soul coin and use it to do one of the following:

Drain Life. You siphon away some of the soul's essence and gain 1d10 temporary hit points.

Query. You telepathically ask the soul a question and receive a brief telepathic response, which you can understand. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

Freeing a Soul. Casting a spell that removes a curse on a soul coin frees the soul trapped within it, as does expending all of the coin's charges. The coin itself rusts from within and is destroyed once the soul is released. A soul can also be freed by destroying the coin that contains it. A soul coin has AC 19, 1 hit point for each charge it has remaining, and immunity to all damage except that which is dealt by a hellfire weapon or an infernal war machine's furnace. Freeing a soul from a soul coin is considered a good act, even if the soul belongs to an evil creature.

APPENDIX 11: STORY AWARDS

The characters can earn the following story awards during this adventure:

PLAGUE OF PLAGUESHIELD

You've delivered a great blow to the forces of Zariel. The idea that mere mortals could strike a blow at the fiendish forces has struck concern, fear, and spite into the minds of the fiends in the area. Your rumors precede you...are they true?

NO EXCEPTIONS!

You've broken Mahadi's only rules: "No fighting! No spellcasting! No exceptions!" By choosing to break the rules, you've been kicked out of Mahadi's emporium. Now you must survive in the wastes without its safe shelter. You start any tier 2 *Avernus Rising* adventure at half hit points and with a level of exhaustion that can't be removed.

APPENDIX 12: DUNGEON MASTER TIPS

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

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO THE ANNUAL STORYLINE?

<http://dndadventurersleague.org/storyline-seasons/descent-into-avernus/>

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

Party Composition	Party	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