



FANG AND CLAW

An Avernus Rising Adventure

Zariel's deputy, General Everbleed, has fled with Commander De La Reue's soul only to be captured by Yeenoghu's brood! Dara implores you to recover the commander, though his soul has been taken to a most unusual place.

Part One of the *Red Hunt* series of adventures.

A Four to Six-Hour Adventure for 17th through 20th Level Characters.

Optimized For: APL 18



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ADVENTURE PRIMER

“Where in the Nine Hells did you ever get the notion I would fight fair?”

— Drizzt Do’Urden

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

This adventure occurs in the hellish wastes of Avernus and the interior of the House of Gore, a grotesque walking citadel made from the lashed-together corpses of demons and devils slain in the Blood War.

BACKGROUND

Previously in the *Avernus Rising* campaign, the characters helped **DARA**, the **CHOSEN OF ILMATER**, in her quest to revive the fallen angels trapped in Avernus and rally them to the defense of **ELTUREL**. Only one mortal soul eludes her: the **HELLRIDER ROTGER DE LA REUE**, whose soul has been stolen by the ice devil **GENERAL EVERBLEED**. Without Rotger to guide them, the knights of the **BLOODY HOOVES** remain leaderless and broken.

With Dara in tow, the characters have just left **MAHADI’S WANDERING EMPORIUM**, having learned the location of the **HOUSE OF GORE**. Demons interrogated after a recent attack on the emporium have revealed that Yeenoghu’s brood have imprisoned **GENERAL EVERBLEED** inside their shambling citadel! The demons’ nalfeshnee master, **BERTHERAAN**, plans to offer the general’s soul to Yeenoghu’s chosen, the goristro **RAZEK VOWBREAKER**, who once followed Baphomet before pledging himself to the Lord of Savagery.

OVERVIEW

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

- **Call to Action: Off with Their Heads!** Dara, the Chosen of Ilmater, recaps what she knows about General Everbleed’s imprisonment in the House of Gore. Her briefing is rudely interrupted by a surprise attack from Zariel’s infernal agents.

- **Part 1: Wake of the Colossus.** The characters must infiltrate the caravan of demons traveling alongside the House of Gore and find a way inside the citadel. This is **Story Objective A**.
- **Part 2: House of Gore.** The characters explore the House of Gore in search of General Everbleed, ultimately facing Bertheraan, Razek Vowbreaker, and a host of other demons in the portal room. This is **Story Objective B**.
- **Bonus Objective A: Soul Trader.** An imp offers to help the group get inside the fortress if they agree to rescue a hag from the dungeons. This bonus objective is found in **Appendix 1**.
- **Bonus Objective B: Heads of State.** To enter the portal chamber, the adventurers must solve a puzzle on the door. This bonus objective is found in **Appendix 2**.

ADVENTURE HOOKS

This is the first part of the *Blood Hunt*, a two-part storyline of adventures. If your players are new to this campaign, use the following hooks to draw them into this story:

Divine Calling. The gods themselves have summoned the characters to aid Dara on the first layer of the Nine Hells, Avernus. After manifesting to the group in their chosen forms, the gods open a portal to the Nine Hells and send the characters through.

Blood Debt. A warlock or other pact-bound character in the group is summoned by their patron and ordered to aid a priest of Ilmater at Mahadi’s Wandering Emporium. If they refuse, their powers are stripped from them and their soul is forfeit.

Vengeance. General Everbleed has delivered a terrible blow to one or more of the characters in the group—perhaps by slaying a beloved mentor or family member, sacking a homeland, or denying a character their destiny. The group has tracked the general to Avernus and learned of a potential ally who could help find him: the cleric Dara.

DARA, CHOSEN OF ILMATER

Even though she is the Chosen of Ilmater, Dara is particularly fragile, and the characters need to do all they can to protect her. Temporary hit points, buff spells, and smart tactics are key to her survival. If she dies and the characters return her to life, her powers diminish, so just letting her die and bringing her back is a losing proposition. Every time Dara dies, she loses one of these abilities chosen randomly: her damage resistances, her condition immunities, her Magic Resistance trait, and her Innate Spellcasting trait. If she loses all four, she has lost all her abilities as a Chosen and may no longer return Hellriders or angels to life.

If Dara dies during the adventure, award the story award **You Let Dara Die** and note how many times she died. In future adventures, use the average number of deaths among the characters for determining how many abilities she loses.

Dara’s stat block is available in “Creature Statistics.”



CALL TO ACTION: OFF WITH THEIR HEADS!

Estimated Duration: 30 minutes

Mahadi's Wandering Emporium trundles away through the wastes of Avernus, leaving a storm of dust in its wake. Amid the swirling embers, a host of knights are encamped in the ruins of a forgotten town. At the heart of their camp, the exalted child Dara meets her advisors inside a pavilion tent.

MEETING DARА

The adventure begins with the characters meeting Dara outside Mahadi's Wandering Emporium. The marketplace has recently been attacked by demons (see DDAL09-18 *Consequences of Choice*), and Mahadi has given the order to pack up and move out.

Dara resides inside a pavilion tent belonging to **Sir Gidor Honorsbright**, acting commander of the Bloody Hooves, where she is attended by the merchant **Fai Chen**, several of his magic duplicates, and high priest **Horst Atheraice**. A host of goodly knights and clerics are encamped around the pavilion. For full details on the characters mentioned here, see "Dramatis Personae."

Before Dara has a chance to properly explain the mission, the pavilion is attacked by a trio of infernal mercenaries (see "Interruption: Mind Blast!").

AREA INFORMATION

Sir Gidor's pavilion has the following features:

Dimensions and Terrain. The tent is large: roughly 40 feet square and rising to a height of 25 feet. A long table surrounded by twelve chairs sits in the middle of the floor.

Light. The fiery light of Avernus cuts through the open entrance, but the rest of the tent is gloomy. A candelabra on the table sheds dim light.

Sounds and Smells. The roar of the burning skies and the stench of molten tar are present throughout Avernus.

CREATURE INFORMATION

Young **Dara** sits at the table with **Horst Atheraice**. **Sir Gidor Honorsbright**, the dwarf paladin, is seated nearby with the merchant **Fai Chen**, haggling over the price of outfitting the knights with magic armor. Several of **Fai Chen's doubles** move around the room, pouring water, adding opinions to the debate, or whispering conspiratorially to each other. There should be one double for each character in the group, not including the double seated at the table.

What Do They Want? Dara greets the characters eagerly. Having gleaned General Everbleed's location from the demons, she is keen to locate him. Unfortunately, the devils attack before Dara can fully explain the task at hand (see "Interruption: Mind Blast!").

What Do They Know? To fulfil Ilmater's bidding and muster the Bloody Hooves to Elturel's defense, Dara needs to recover the soul of their legendary commander, Rotger de la Reue, which was recently snatched away by one of Archdevil Zariel's minions, General Everbleed. Now Dara has learned that demons loyal to Yeenoghu have captured Everbleed and imprisoned him inside a walking citadel named the House of Gore.

INTERRUPTION: MIND BLAST!

As Dara speaks, Fai Chen leans over to whisper in Sir Gidor's ear. As the merchant opens his mouth to talk, his head abruptly explodes, showering you all in gore.

CREATURE INFORMATION: DREAD EYE OF TIAMAT

Zariel has hired a trio of **blue abishai** mercenaries, the Dread Eye of Tiamat, to rescue General Everbleed. The general's trail has led the Dread Eye to this ruined town.

After spying on the encampment from a distance, they teleport inside the command tent.

What Do They Want? The Dread Eye of Tiamat want to murder everyone in the tent apart from Dara, Horst, and Sir Gidor, whom they plan to interrogate.

What Do They Know? The fiends were hired by Zariel to meet General Everbleed and escort him home. When he didn't show up, they trailed his demonic captors to this location.

PLAYING THE PILLARS

Prior to combat, each abishai spends three rounds casting spells: *mirror image* (2nd-level slot), *greater invisibility* (4th-level slot), and *dimension door* (4th-level slot). Once inside the pavilion, the fiends attack with surprise using *lightning bolt*, *chain lightning*, and a deadly artifact that detonates their enemies' skulls (see "Legendary Action: Explosive Mind Blast"). They try to keep Dara, Sir Gidor, and Horst alive for interrogation.

At the start of combat, Sir Gidor leaps over Dara and shields her from harm for the duration of the battle. **Fai Chen's doubles** do not fight; instead, they take the Dodge action for the first two rounds, and then they dash to escape the tent. **Horst Atheraice** stands protectively over Dara but uses his magic to aid the group.

Reinforcements. It takes 1d4 + 1 rounds for the Hellriders outside the pavilion to react to the ambush and rally to protect their leader. After this, two **knights** enter the tent at the start of each round. To stem reinforcements, one fiend casts *wall of force* around the tent (dropping its concentration on *greater invisibility* if that spell is still active).

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter.

- **Very Weak:** Remove a **blue abishai**. The two remaining monsters only have 104 hit points each.
- **Weak:** Each **blue abishai** only has 104 hit points.
- **Strong:** Each **blue abishai** has 286 hit points.
- **Very Strong:** Add a fourth **blue abishai**.

LEGENDARY ACTION: EXPLOSIVE MIND BLAST

The Dread Eye of Tiamat carry a vile artifact which only they can use: a fiery eyeball that can be inserted into any one of their charred eye sockets. When a fiend wearing the eye gazes at a foe and activates the item, the target's head explodes. In the surprise round, the fiend wearing the eye destroys one of Fai Chen's doubles.

While wearing the eye, a fiend can take 3 legendary actions, using the Explosive Mind Blast option below. It can take only one legendary action at a time and only at the end of another creature's turn. The fiend regains spent legendary actions at the start of its turn.

Explosive Mind Blast. The wielder of the eye targets one random enemy creature that it can see within 120 feet of it (see "Choosing Targets"). If this creature has 100 hit points or fewer, its head explodes, and it dies. Otherwise, the target takes 61 (7d8 + 30) psychic damage. If a creature dies as a result of this effect, all characters within 10 feet of it must roll on the Exploding Head Effects table.

EXPLODING HEAD EFFECTS

d20	Effect
1	A shard of skull cracks into your head, stunning you until the end of your next turn.
2–3	An eyeball lodges in your throat. You have disadvantage on attack rolls and ability checks. At the end of each of your turns, you can make a DC 15 Constitution saving throw, coughing up the eyeball and ending the effect on a success.
4–5	You slip on the gore and drop whatever you are holding. Each object in your hands lands 10 + 2d6 feet away from you in a randomly determined direction.
6–7	Flying teeth impale you, and you take 3d6 piercing damage.
8–9	Your face is showered in brains. You are blinded until you spend a bonus action to wipe your face clean.
10+	No effect.

Choosing Targets. To determine who is targeted by the Explosive Mind Blast, ask each player to roll two twenty-sided dice: one for their character, and the other for one of Fai Chen's doubles. Reroll ties until the lowest result in the group is determined: this character or double is now targeted. If a Fai Chen double is targeted it is instantly killed, and the player who rolled for it subsequently only rolls for their own character. The fiends do not target Dara or Sir Gidor.

If the abishai wearing the eye is killed, another creature can use its action to extract the eye from its corpse. An abishai can insert the eye into its own eye socket as part of this action. The eye explodes if all three abishai are captured or killed. All creatures within 30 feet of the eye when it explodes must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, and half as much damage on a successful one. An abishai dies if it is wearing the eye when the artifact explodes.

CALL TO ACTION

Dara is horrified by the attack, but she says it proves there is no time to waste. She implores the group to escort her to the House of Gore, help her find a way inside, and then snatch General Everbleed from captivity. The soul of Rotger de la Reue must be recovered at all cost. If any characters died in the attack, the priests can perform the rite of *raise dead* to bring them back to life. If any Fai Chen doubles are still alive, they bravely offer to join the adventurers on their quest. Each player can control one double in addition to their own character. The double acts on their turn.

Dara knows that the House of Gore is surrounded by an army of demons and their infernal machines. Riding there with the Bloody Hooves would be madness; the best way inside is for a small group to infiltrate the camp. Dara volunteers to join the characters while Sir Gidor waits here with the knights.

"Time is against us," Dara whispers, "but not the gods. Even here, I feel Ilmater's guiding light. It is my destiny to join you on this quest."

Proceed to **Part 1**.



PART 1: WAKE OF THE COLOSSUS

Estimated Duration: 1 hour

ARRIVING AT THE HOUSE OF GORE

The House of Gore is roaming through Avernus, followed by a host of demons. With Dara's guidance, the characters find the citadel after a trek through the hellscape. They gain the benefit of a **long rest** before reaching the site.

A colossal monster trudges through the battlefields of Avernus, trailed by a convoy of infernal machines. It moves like an ape, with limbs crafted from the corpses of fiends slain in the Blood War. Red-hot iron plates are riveted to the dead flesh of its tower-shaped body, with a jagged portcullis covering an arched opening above its shoulders.

STORY OBJECTIVE A

Getting inside the citadel is **Story Objective A**. When the party arrives at the site, give the players the **House of Gore Site Map (Appendix 3)**. This should help them plan their attack.

Important: If you are playing **Bonus Objective B**, an **imp** approaches the party with an interesting offer when they arrive at the site. This bonus objective is found in **Appendix 2**.

AREA INFORMATION: EXTERIOR SITE

The site has the following features:

Dimensions and Terrain. The terrain underfoot is made from hard rock and crushed bone.

Light. The site is well lit by the hellfires of Avernus.

Sounds and Smells. The stench of rotten flesh and the deafening roar of the infernal machines permeate the area.

Walking Citadel. The citadel stands 200 feet high at the shoulder. There are two routes inside: the gate in its head, and an armored hatch in its right heel. The citadel's iron plating is red-hot, and any creature that touches the metal or starts its turn in contact with it takes 13 (3d8) fire damage. See "Site Encounters" for details on each entrance.

War Machines. The citadel and its convoy of six war machines move at a speed of roughly 14 miles per hour (speed 60 feet)

CREATURE INFORMATION: EXTERIOR SITE

The **House of Gore Site Map (Appendix 3)** gives an overview of the demonic forces arrayed before the party:

- A herd of two hundred **armanite** demons surround the citadel, roaming in packs of 2d6 demons each.
- Six **demon grinder** infernal machines trundle behind the citadel. Each machine is crewed by eight **ghasts**.
- Three **nalfeshnee** demons guard the gate at the top of the citadel, using truesight to scan the area for invisible intruders.
- Four **cadaver collectors** roam within a five-mile radius of the citadel, gathering corpses from the battlefield. These hulks are slower than the citadel, so the infernal machines take turns ferrying them back to it (see "Site Encounters").

If any of the demons detect intruders, they howl to warn their comrades. After 1d10 + 5 rounds, all the demons on site are alerted and converge on the threat.

HOUSE OF GORE

The nalfeshnee demon Bertheraan harnessed cadaver collectors to build this citadel of infernal corpses. The mobile stronghold serves as a forward base in Avernus for the demonic armies fighting the Blood War. It houses a portal to the Abyss, paving the way for the Chosen of Yeenoghu, Razek Vowbreaker, and his demonic host. The citadel stomps through Avernus on limbs crafted from animated corpses bound in barbed wire, leaving a trail of demon ichor in its wake.

SITE ENCOUNTERS

The following encounters correspond to notes on the **House of Gore Site Map (Appendix 3)**.



ARMANITE HERD

A herd of two hundred centaur-like **armanite** demons thunder around the House of Gore. These brutal fiends delight in bloodshed and constantly war among themselves. On the open plain, it's impossible to hide from them without using magic or disguise. The armanites tear into any intruders that they see and always fight to the death.

Characters passing through the herd encounter one pack of 2d6 **armanite** demons for every 50 feet they travel. Roll on the Herd Encounters table to determine what each pack is doing.

HERD ENCOUNTERS

d6	Encounter
1	Two fiends duel to the death while their comrades holler and roar for blood.
2	The armanites chant, "Blood for Razek Vowbreaker, Chosen of Yeenoghu!" in Abyssal while bashing horns together.
3	The fiends argue in Abyssal about one of the infernal machines that keeps breaking down. Some of them say that the crew should be eaten alive for shaming Bertheraan.
4	A single armanite trails behind the pack, muttering curses. It has been bullied by its comrades and is keen on revenge.
5	The fiends toss a slobbering abyssal wretch between them for sport. Characters who succeed on a DC 20 Intelligence (Religion) check know that only a <i>wish</i> spell can undo the curse that warped this creature into its current form. If cured, the wretch is revealed as an apprentice of Khemed Rein, architect of the House of Gore (see Part 2, area G2).
6	An armanite drowns one of its weaker comrades in a pool of demon ichor (see the "Ichor Trail" section).

ARMORED HATCH

This entrance is located on the colossus's ankle. The 6-foot-wide access port is sealed with a circular steel hatch that is enchanted with an *arcane lock* spell. The hatch has AC 18, 80 hit points, and immunity to poison and psychic damage. The hatch is red-hot, and any creature that touches it or starts its turn in contact with it takes 13 (3d8) fire damage. It can be opened manually from within. A creature can force the hatch open with a successful DC 25 Strength check (DC 35 while the *arcane lock* spell is active) but takes damage for touching the metal with every attempt.

No fiends man the hatch while the citadel is in motion, but anyone approaching it in plain sight is spotted by the **armanite** demons on the ground and the **nalfeshnee** demons guarding the maw gate (see the "Maw Gate" section). The hatch passes within range of the nalfeshnees' truesight whenever the citadel takes a stride, so invisible or magically disguised creatures clinging to the ankle are always spotted.

CADAVER COLLECTORS

Four **cadaver collectors** serve Bertheraan by trawling the hellscape for fresh corpses to lash to his citadel. They attack any non-fiends they encounter. The collectors move slower than the citadel, so they often fall far behind and become hidden behind ash clouds and heat haze.

Characters who observe the collectors for at least 5 minutes witness an infernal machine drive over and seize one of the trailing constructs in its iron jaws. The machine hefts its burden into the path of the House of Gore, which stoops and “swallows” the construct whole (see “Maw Gate”). A few minutes later, the citadel lowers the cadaver collector back onto the battlefield, having stripped it of its corpses. This process repeats whenever a cadaver collector falls too far behind the citadel.

If a character disables a cadaver collector, they can conceal themselves among the corpses impaled on its armored body. Each collector can conceal up to six Medium-sized characters or twelve Small or smaller characters. The infernal machines only pick up collectors that are standing upright and appear functional, so the party may need to employ illusion magic to aid their ruse if they destroy the collector in combat.

ICHOR TRAIL

The citadel leaves a trail of demon ichor—the viscera of countless dissolved demonic corpses—in its wake. Any creature that touches this black goo must succeed on a DC 10 Constitution saving throw or become magically warped by the ichor, as determined by rolling on the Flesh Warping table (if you wish, you can use the table in *Baldur's Gate: Descent into Avernus* instead). Fiends, oozes, plants, and undead automatically succeed on the saving throw.

FLESH WARPING

d8	Effect
1	The target's nose turns into a fully articulated child-sized hand; the target loses all sense of smell.
2	The target's flesh is afflicted by large, smelly boils that occasionally hatch spiders or beetles.
3	Gills open in the target's throat; the target can now breathe underwater.
4	The target's bodily hair grows by 12 inches every day.
5	A six-inch tall duplicate of the target sprouts from the target's armpit and scurries away (use the stat block of a Tiny abyssal wretch).
6	Any clothes that the target is wearing meld permanently with its flesh.
7	The target's teeth shed bright light in a 10-foot radius; the target can close its mouth to dismiss this light.
8	A fang-filled maw opens on the target's tongue; the tongue now speaks and has its own personality.

MAW GATE

A 30-foot-tall archway opens into the citadel interior, blocked by a red-hot portcullis. The bars of the portcullis are spaced 4 inches apart: too narrow for Medium creatures to squeeze through, but large enough for Small or smaller creatures. The portcullis weighs 1,000 pounds and has AC 15, 200 hit points, and immunity to poison and

psychic damage. Creatures with a combined Strength score of 33 or more can lift the portcullis, but each creature takes 13 (3d8) fire damage each time it touches the portcullis or starts its turn in contact with it.

Three **nalfeshnee** demons perch on the jagged crown above the gate. The fiends guard the gate from intruders, using truesight to scan for invisible creatures, illusions, and shapeshifters. If they sense trouble, they teleport to attack, but they might accept bribes (see the “Playing the Pillars: Exterior Site” sidebar). The demons have grown used to transporting war machines through the gate and simply wave them through.

The demons can telepathically command the citadel to move, open or shut the portcullis, or bend over to allow egress to the gate from ground level. If they die, the citadel continues performing its final orders until Bertheraan issues a new command.

WAR MACHINES

Six **demon grinder** infernal machines range around the citadel. Each machine is crewed by eight **ghasts**. See *Baldur's Gate: Descent into Avernus* for rules on handling vehicle combat. The war machines stick close to the citadel but take turns collecting any roaming **cadaver collectors** that have fallen too far behind. The fiends at the Maw Gate stop the citadel and lower the gate whenever a war machine holding a cadaver collector drives in front of it.

One of the machines is damaged and malfunctioning: it only has 100 hit points, and its mishap threshold is reduced to 12. If the group observes the exterior site for an hour or more, they see that this machine occasionally breaks down and stops while its crew carries out repairs. During these moments, the machine falls behind the citadel and is obscured behind clouds of ash and bone dust.

PLAYING THE PILLARS: EXTERIOR SITE

Here are some suggestions for this encounter:

Combat. The players can blast their way inside the citadel if they move quickly. Flying characters have the best hope but must still contend with the three **nalfeshnee** demons at the gate. The entire army hungrily converges on any intruders detected, so creating a diversion is also viable.

Exploration. Players who take time to monitor the site witness at least two novel ways inside: concealing oneself on a cadaver collector or hijacking a war machine. Characters who disguise themselves with magic can pass through either of the entrances so long as they distract the **nalfeshnee** demons at the Maw Gate.

Social. The demons attack mortals on sight but can be tricked if the characters disguise themselves. Due to their chaotic nature, a demon may accept a bribe to look the other way, but their price is always high: e.g. a mortal soul or five *soul coins*. Most of them secretly despise Bertheraan and would gladly conspire to see him brought low.

GETTING INSIDE

Characters who infiltrate the citadel without alerting the demons find it easier to spring General Everbleed from captivity during part 2. If they cause alarm, the **nalfeshnee** demons at the Maw Gate telepathically warn Bertheraan; security is now tighter inside and the general is held under armed guard. Proceed to **Part 2**.



PART 2: HOUSE OF GORE

Estimated Duration: 2 hours 30 minutes

INTO THE HOUSE

Once inside the House of Gore, the characters must search the premises for General Everbleed.

AREA INFORMATION

The interior of the House of Gore has the following important features.

Dimensions and Terrain. The interior walls are made from a mush of fiend flesh and stretched sinew lined with giants' bones. Animated corpses protrude from the walls to gawk and leer at intruders. Ceilings are 15 feet high within passages. The enchantment of the citadel creates artificial gravity throughout its interior, so floors remain stable despite the movements of the colossus.

Doors. The doors within the House of Gore are made of red-hot iron and are locked. Any creature that touches the metal or starts its turn in contact with it takes 13 (3d8) fire damage. A character can unlock a door with a successful DC 20 Dexterity check using Thieves' Tools, but the heat melts the lockpicks on any failed check. Forcing a door open requires a successful DC 20 Strength check, but any creatures attempting this take damage for touching the metal.

Light. The interior is pitch dark throughout.

Sound and Smells. The malodorous funk of rot, stale sweat, and excrement permeates the citadel, and its halls echo with strangled undead and demonic shrieks.

Magic Defenses. The citadel is enchanted to block divination spells from targeting its interior and prevent teleportation through its walls.

Controls. The movement of the House of Gore can be controlled telepathically by any creature that learns the magic password (which can be revealed by questioning the architect, Khemed Rein, in area G2). Currently this password is known only to the **nalfeshnee** demons at the Maw Gate (see part 1) and Bertheraan himself (area G4). Any creature within 50 feet of the colossus that speaks the password can briefly see through the colossus's crown and can make one of the following mental commands as an action: march forward, reverse, kneel, turn, stop, or stamp. Any creature within 50 feet of the colossus that knows the password is alerted to each new command and can attempt a DC 20 Intelligence saving throw to mentally overrule it.

Alarms. The interior of the House of Gore is noisy enough to prevent the sounds of combat from carrying far. Even so, Bertheraan can telepathically alert his minions to the presence of intruders, raising the alarm throughout the citadel (see "Creature Information: House of Gore"). He only does so if he encounters intruders himself or is alerted by the **nalfeshnee** demons at the Maw Gate (see part 1).

CREATURE INFORMATION

If time isn't an issue, the characters encounter random undead patrols as they explore. Whenever the characters move between locations, roll a d6 and add the number of rooms they've explored since last encountering a patrol. If the result is 6 or higher, they encounter a patrol of four **swarms of zombies**. If the characters alerted the demons outside the citadel, they encounter the patrol on a result of 5–6.

RESTING IN THE HOUSE OF GORE

Resting within the House of Gore is impossible. If the characters attempt to rest, they always encounter a patrol of four **swarms of zombies**.

G1. FLESH MANUFACTORY

Corpses gathered from the battlefields of Avernus are processed inside this chamber by a **sibriex** and its horde of **rutterkins**.

The walls of this hall are crafted from infernal corpses bound together with barbed wire and fused bone. Grotesque mutants prance about, lashing fresh corpses to the heaving walls, overseen by a giant hovering blob of weeping flesh. Four blackened devil skulls leer down from the ceiling.

AREA INFORMATION

The Flesh Manufactory has the following features:

Dimensions and Terrain. This hall occupies the head and shoulders of the colossus, spanning 80 feet across with a 30-foot-high ceiling. Near the center, where the skulls are mounted, the ceiling rises to 55 feet. A ramp descends 20 feet from the maw gate to the floor of the hall.

Iron Balconies. Iron balconies are riveted 20 feet up onto the walls, allowing the **rutterkins** to service any part of the chamber with fresh corpses. Chains mounted to the highest point of the ceiling droop down to these balconies, allowing creatures to swing around the room. As part of its movement, a creature can grab a chain and swing to any balcony position on the opposite side of the hall.

Pit Fiend Skulls. These ceiling-mounted skulls are enchanted to repel spellcasters. Once per turn, as a reaction to an intruder casting a spell inside the chamber, one of the four skulls spits a bolt of lightning at them. For every spell slot level that the target used in the casting, an additional bolt leaps from the target to another target within 30 feet of it. Each target must be a creature and can be targeted by only one of the bolts. A target must make a DC 17 Dexterity saving throw, taking 1d6 lightning damage per spell slot level used (minimum 1d6) on a failed save, or half as much damage on a successful one. Once a pit fiend skull has fired, it cannot fire again until initiative count 25 of the following round. Each pit fiend skull has AC 15, 25 hit points, and immunity to lightning, poison, and psychic damage.

CREATURE INFORMATION

The **sibriex** hovers at a height of 20 feet above the floor, while the **rutterkins** are spread around the balconies. When the party enters the area, there are two **rutterkins** present per character.

What Do They Want? The **sibriex** Vecaardii supervises the upkeep of the citadel with fresh corpses and supernaturally interrogates the dead for intelligence that could aid its masters in the Blood War. It regularly creates **rutterkins** to serve as maintenance crews and snacks for the other demons.

What Do They Know? If reduced to fewer than 35 hit points, Vecaardii offers to trade information in return for its life. It knows the layout of the citadel (apart from the River of Filth at area G5) and can reveal that Bertheraan is preparing General Everbleed for sacrifice to welcome the arrival of Yeenoghu's Chosen, Razek Vowbreaker.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** There is one **rutterkin** present for every two characters in the party.
- **Weak:** There is one **rutterkin** present for every character in the party.
- **Strong:** There are three **rutterkins** present for every character in the party.
- **Very Strong:** There are four **rutterkins** present for every character in the party.

TREASURE

Vecaardii has a pouch attached to one of his chains that contains five *soul coins*.

G2. ARCHITECT'S FOLLY

The House of Gore was designed by Khemed Rein, a human Calishite warlock who chose Yeenoghu as his fiendish patron. After raising the citadel for his master, Khemed was flayed alive and interred within its walls to dwell in a state of agonized undeath.

This chamber occupies the belly of the colossus. Its walls, floor, and ceiling are crafted from a mass of groping, writhing devil arms that reach blindly inward. Ten human-sized, iron sarcophagi are set into the wall opposite, covered in diabolic engravings, bound in red-hot chains, and fondled by the arms surrounding them.

AREA INFORMATION

This area has the following features:

Dimensions and Terrain. This 60-foot-diameter chamber has a 20-foot-high ceiling, and every surface is covered with the severed arms of fiends. Any creature that touches the arms or starts its turn in contact with them must succeed on a DC 18 Dexterity saving throw or take 17 (5d6) bludgeoning damage and be restrained by the arms. A creature that starts its turn in the area and is already restrained by the arms takes 17 (5d6) bludgeoning damage. A creature restrained by the arms can use its action to make a DC 20 Strength or Dexterity check (creature's choice). On a success, it frees itself. Any arms that are destroyed are immediately replaced by fresh limbs.

Sarcophagi. Inscriptions etched on each sarcophagus in Infernal script state, "Those held herein must suffer for eternity for their betrayal." Together, the sarcophagi contain the ten **ghasts** of Khemed Rein and his cult followers. The skin of each **ghast** has been flayed, and their arms and legs have been removed (meaning they cannot move or use their Claw attack).

Each iron sarcophagus is wrapped in red-hot chains tethered to a single padlock. Any creature that touches the metal or starts its turn in contact with it takes 13 (3d8) fire damage. A character can pick the padlock with a successful DC 20 Dexterity check using Thieves' Tools, but the heat melts the lockpicks on any failed check. Breaking the chains requires a successful DC 25 Strength check, but this means touching the metal. Each set of chains has AC 15, 50 hit points, and immunity to poison and psychic damage. The interior of each coffin is enchanted with a permanent *silence* spell.

Smell. The repulsive stench of the **ghasts** extends for 10 feet around the caskets, but whiffs of it can be detected throughout the chamber.

Gore Pool. This pool of fetid bodily fluids connects to the River of Filth (area G5).

CREATURE INFORMATION

Khemed Rein and his apprentices dwell in tortured anguish, forever condemned to suffer inside their unholy creation.

What Do They Want? The **ghasts** know that they are doomed to suffer for breaking Khemed's pact but hang onto the hope that they'll be freed in time. They are starving and want any respite from their suffering.

What Do They Know? Before building the citadel, Khemed Rein was the royal architect to the sultan of Memnon—a position he'd gained thanks to his pact with Yeenoghu. As the day of settling his pact approached, Khemed and his apprentices tried to sell their souls to Baphomet, hoping that this would grant the architect a stay of execution. Yeenoghu learned of Khemed's treachery and dragged him and his apprentices down to the Abyss before their deal could be signed. As punishment, Yeenoghu tasked Khemed with building his infernal masterpiece, the House of Gore, and condemned the architect and his apprentices to imprisonment within. Each **ghast** knows the full layout of the citadel, but only Khemed understands how to control its movements. See "Dealing with the Architects" for guidance on how to roleplay the architect and his apprentices.

DEALING WITH THE ARCHITECTS

Any **ghast** removed from its sarcophagus pleads desperately for flesh to consume. If its hunger is sated or it is magically compelled, it explains that its master Khemed Rein is responsible for its plight and identifies the sarcophagus in which he is interred.

Khemed Rein's bloody torso is seared with magical sigils. Characters who cast *detect magic* over him or succeed on a DC 22 Intelligence (Arcana) check deduce that the sigils contain a magical abjuration affect akin to a *symbol* spell. If freed, the anguished architect pleads to learn more of his rescuers:

"Please! Tell me of your sweet, mortal lives! In return, I shall reveal the secrets of this hellish citadel. Each of you must answer three questions and speak only truth.

What was your greatest deed?

What was your greatest loss?

Whom do you care for most?"

Once everyone has spoken, Khemed whispers that the sigils on his body must now "weigh the truth of their answers." The architect's face contorts in horror if any character knowingly answered his questions **untruthfully** or **jokingly**. These characters must now each make a DC 25 Constitution saving throw for every lie or joke answer that they gave, with the sum of all failed saves determining each one's fate. The effects are **cumulative**.

Failures Effect

- 1 The creature is teleported inside a random sarcophagus, swapping places with any **ghast** currently interred within. The lid of the sarcophagus magically shuts and any chains binding it are refastened. While a creature remains inside, its hit point maximum is reduced by 27 (5d10) at the start of each of its turns. This reduction lasts until it finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0.
- 2 The coffin fills with infernal flames, dealing 16 (3d10) fire damage to the creature at the start of each turn it remains inside it.
- 3 The creature's skin is flayed from its body. It gains vulnerability to all forms of damage. Only a *regenerate* or *wish* spell can restore its skin and remove this effect.

Khemed apologizes if any characters are affected, claiming truthfully that he was cursed by Yeenoghu to ask the questions. If a single character answered all three questions **truthfully** and without **joking**, Khemed now reveals all he knows about the citadel:

"I built the House of Gore for my master, the demon prince Yeenoghu, but after its creation I was flayed and locked in here forever. The cruel halfeshnee demon Bertheraan now oversees the citadel as it moves behind the front lines of the Blood War. Deep inside its torso is a portal to the Abyss, linked to the Death Dells, Yeenoghu's hunting grounds. Bertheraan awaits the coming of Yeenoghu's Chosen, the demon Razek Vowbreaker. A prison block dwells underneath the portal room. I know of secret paths into both chambers, but to learn them you must promise to take me with you."

Khemed wants to escape his prison. Yeenoghu is sure to have sensed his release and will undoubtedly hunt him down, but he figures he might have a fighting chance of survival while he's with these mighty heroes. Khemed weighs only 70 pounds and can be easily strapped to a character's back. If the characters take him with them, he guides them through the gore pool and the River of Filth (area G5). He can also explain how the citadel is controlled (see "Into the House"). If Khemed survives until the end of the adventure, the player whose character is carrying him gains the **Clever Torso** story award.

TREASURE

Khemed was entombed with his spellbook intact. It has long since rotted away, but a single *spell scroll of meteor swarm* remains intact. Lacking arms, Khemed is no longer able to use this item. He also wears a *scarab of protection*, which grants him advantage on saving throws against spells.

G3. PRISON

Captured fiends deemed worthy of ransom are hurled into this prison.

A prison chamber looms ahead, sloshing with fetid bodily fluids. Six cells are hollowed into its fleshy walls across two tiers, their interiors cloaked in darkness and sealed behind interlocking bars of flickering red energy. An unlit torch is mounted above each cell, and an iron lever protrudes from the muck in the middle of the floor.

Important: If the players raised the alarm during part 1, the prison is guarded by five **flinds**.

AREA INFORMATION

This area has the following features:

Dimensions and Terrain. The prison has six cells spaced around the walls, each cell 10 feet wide and 10 feet deep. The cells are arranged in two tiers, with one row of cells positioned above the other. The main floor and lower cells are flooded with **demon ichor** to a depth of 3 feet, making them difficult terrain for Medium or smaller creatures (see area G5 for details).

Cells. The interior of each cell is enchanted with a permanent *silence* spell. The darkness that floods the lower row of cells is created by the three **nabassu** demons imprisoned within; any creature with darkvision that peers into these cells immediately perceives that the darkness is supernatural (unlike the unmagically dark upper cells). The force field sealing each cell duplicates the effects of a *forcecage* spell (spell save DC 20 to teleport through).

Important: If you are playing **Bonus Objective A**, the night hag Tal'Kandelagrag is imprisoned in the middle cell on the upper tier. This bonus objective is found in **Appendix 1**.

Lever. The lever is used to open the cell doors. When pulled from its current position, the force fields are dispelled from any cells with **lit** torches above them. If no torches are lit, the lever instead teleports the operator into one of the cells containing a **nabassu**. Pushing the lever back to its starting position reactivates any disabled force fields and extinguishes all torches. An *identify* spell reveals how the lever and torches operate.

CREATURE INFORMATION

The three **nabassu** incarcerated inside the lower cells are due to be sacrificed to celebrate the return of Razek Vowbreaker. The **ice devil** General Everbleed is imprisoned in the upper left cell.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene. These adjustments only apply if all three **nabassu** are accidentally released together:

- **Very Weak:** Remove a **nabassu**. Both remaining **nabassu** have only 120 hit points each.
- **Weak:** Remove a **nabassu**.
- **Strong:** Each **nabassu** has gained an additional twelve hit dice from devouring souls (+3d6 damage to attacks).
- **Very Strong:** Add a fourth **nabassu**. Each **nabassu** has gained an additional twelve Hit Dice from devouring souls (+3d6 damage to attacks).



What Do They Want? The **nabassus** want to be freed from their cells to continue their rampage through Avernus.

What Do They Know? The **nabassus** know how the lever works and try to trick the party into opening all the cell doors simultaneously. When a character approaches the lever, the **nabassus** make contact using their telepathy, filling their targets' minds with hissing, sinister voices. They urge the characters not to light the torches as they "hate the light." Any **nabassus** exposed to the torchlight writhe in mock pain and beg the character who lit the torch not to light any more. This is a trick—the fiends hope that the valiant heroes light as many torches as possible (alternatively, they don't care if the heroes light none). If freed, the fiends attack their liberators.

DEALING WITH GENERAL EVERBLEED

Previously in the *Avernus Rising* campaign, General Everbleed stole the soul of Commander Rotger de la Reue and foiled Dara from reuniting the Bloody Hooves. He hates the adventurers but fears failing his mistress, Zariel.

The general broods silently in his cell until the adventurers deactivate the bars, at which point he tries to fight his way out. Dara recognizes General Everbleed and warns the group to capture him alive. If captured or persuaded to strike a deal with the group (information in return for his safe passage), General Everbleed reveals the following information under interrogation.

- The general was sent by Zariel to steal the soul of Rotger de la Reue from his tomb and bring it to her. On his way back to her citadel, he was waylaid by Yeenoghu's demons and taken captive.
- The demon in charge, Bertheraan, has stolen the Hellrider's soul from him and offered it to the demon prince Yeenoghu. In return, Yeenoghu has promised to send his own Chosen, Razek Vowbreaker, to Avernus.
- Bertheraan has warned the general that he is due to be sacrificed to the Chosen when Razek Vowbreaker arrives.

General Everbleed doesn't know the layout of the citadel. Dara, if she is alive, warns the group that such a large force of demons is sure to endanger her mission on Avernus. The group must find Bertheraan and slay Razek Vowbreaker to cripple the demonic army.

General Everbleed offers the adventurers a deal: spare him, and he'll aid them in their quest to recover the paladin's soul. Dara points out that a devil is always true to its word but notes that slaying the general is sure to deal a blow to Zariel. Everbleed's fate is in the group's hands. If he survives in their service until the end of this adventure, the players gain the **Ice Pact** story award.

G4. ABYSSAL PORTAL

This chamber contains a planar portal to the Death Dells, Yeenoghu's hunting grounds in the Abyss.

Important: If you're playing **Bonus Objective B**, twenty-one animated skulls are set into the locked door leading into this chamber. This bonus objective is found in **Appendix 2**.

This arching hall fills the chest of the colossus. Orange light spills from a giant, weeping orifice high on the rear wall, clearly a portal to another world. Clouds of flies billow forth from whatever realm lies beyond. A walkway of wet bones zigzags up from the flooded ground level of the hall to the base of this portal.

If the players made it this far **without raising the alarm**, the **nalfeshnee** demon Bertheraan is discussing the arrival of the Chosen with Yeenoghu's personal envoy, the **molydeus** demon Sherem-Varg:

Two tall, humanoid fiends face each other at the base of the portal. One is a grossly fat demon dressed in leather robes, with a body covered in shaggy hair, tiny feathered wings, and a head like a boar. The other has crimson scales and two heads—one of a wolf and the other of a serpent. "You have done well, Bertheraan," the two-headed fiend barks. "Yeenoghu does not forget those who honor him with souls."

Characters who spy on the meeting can glean the information under "Creature Information: Abyssal Portal."

If the adventurers **triggered the alarm**, Bertheraan and Sherem-Varg are hiding in the corpse cavities (see "Area Information"). When the group enters, they attack with surprise.



AREA INFORMATION

This area has the following features:

Dimensions and Terrain. This chamber is 70 feet square, with a ceiling 80 feet high. The portal is situated in the rear wall at a height of 60 feet, with a 10-foot-wide ramp zigzagging up to it from ground level. The floor is flooded with **demon ichor** to a depth of 3 feet, making it difficult terrain for Medium or smaller creatures (see area G5 for details).

Portal. The portal is a circular opening 15 feet in diameter that links to the Death Dells, a location in the Abyss. Anything that enters the portal is instantly transported to the Abyss, appearing in the unoccupied space nearest to the portal (the Death Dells are detailed further in DDAL09-20 *Where Devils Fear to Tread*, the next adventure in this series).

Corpse Cavities. The walls of this chamber contain niches hidden behind fiendish corpses. At Bertheraan's command, the corpses squirm aside to allow access to the niches. Creatures hidden in a niche can see out into the chamber but cannot be seen by creatures inside it. Place these niches wherever works best for you.

CREATURE INFORMATION: ABYSSAL PORTAL

The **nalfeshnee** demon Bertheraan is present with the **molydeus** demon Sherem-Varg. The fiends attack any intruders who disturb their meeting.

Reinforcements. If combat ensues, Sherem-Varg howls for reinforcements from the Death Dells. Thereafter and until Sherem-Varg dies, reinforcements arrive through the portal every round on initiative count 1. Roll on the Demonic Reinforcements table whenever this occurs to determine the creatures which emerge.

d20	Reinforcements
1–2	One flind and 1d3 gnoll fangs of Yeenoghu
3–5	Two flinds
6–12	1d4 gnoll fangs of Yeenoghu
13–20	2d6 rutterkins

When Sherem-Varg dies or on initiative count 20 on the fifth round of combat, the **goristro** demon Razek Vowbreaker enters from the portal. When he does, the fiendish corpses embedded in the walls scream, "Hail the Chosen of Yeenoghu! Hail Razek Vowbreaker!" Razek carries a +2 *shield*, which raises his AC to 23.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Do not roll for reinforcements. The **molydeus** has only 128 hit points and cannot cast spells.
- **Weak:** The **molydeus** has only 128 hit points and cannot cast spells.
- **Strong:** The **nalfeshnee** has 256 hit points and the **molydeus** has 304 hit points.
- **Very Strong:** The **nalfeshnee** has 256 hit points and the **molydeus** has 304 hit points. Roll twice for reinforcements: once on initiative count 10 and again on initiative count 1.

What Do They Want? Bertheraan has prepared the way for Razek Vowbreaker to enter Avernus. He now awaits any divine reward offered by Yeenoghu.

What Do They Know? If the characters interrogate Bertheraan or spy on the meeting, they learn the following information:

- Bertheraan has already given the soul of **Rotger de la Reue** to Sherem-Varg as an offering. The demon has hurled it through the portal, and it is now being hunted by Yeenoghu in the Death Dells.
- As payment, the demon prince is due to send a vast horde of demons into Avernus, led by his Chosen, Razek Vowbreaker. These fiends are mustering right now.

Dara, if she is alive, warns the group that such a large force of demons is sure to endanger her mission on Avernus. The group must slay Razek Vowbreaker to cripple the demonic army.

TRAITOROUS TORSO

If the battle turns against the group and they have Khemed Rein's torso with them, he turns traitor, pleading with Bertheraan or Sherem-Varg to save him and revealing the names of those whom the characters care for the most. The fiends have no intention of sparing the architect but promise to send demons to slay the people named by Khemed. If this occurs, the players gain the **Lost Hope** story award.

SLAYING THE CHOSEN

If Razek Vowbreaker is slain, the fiends entombed in the citadel's walls shriek in horror and fear. Dara urges the group to press through the portal and rescue the Hellrider's soul—but only once they are ready. The adventure ends here, if you choose, but continues in DDAL09-20 *Where Devils Fear to Tread*.

TREASURE

Players who defeat the fiends gathered here can claim the +2 *shield* and the *scarab of protection*.

G5. RIVER OF FILTH

These passageways connect a few rooms inside the citadel and are flooded with demon ichor. They serve as refuse pipes, channeling gore through the citadel and expelling it through its walls.

AREA INFORMATION

This area has the following features:

Dimensions and Terrain. Each passageway is a 15-foot-diameter tube filled with demon ichor. At junctions, the tubes widen into 30-foot-diameter nodes. Any creature fighting in the tunnels must use the rules for underwater combat detailed in chapter 9 of the *Player's Handbook*.

Visibility. The ichor is black and viscous, making it impossible to see through. The tunnels count as being heavily obscured, even to creatures with darkvision (the **wastriliths** that lurk here have been granted blindsight to deal with this).

Demon Ichor. Any creature that touches this black goo or starts its turn inside it must succeed on a DC 10 Constitution saving throw or become magically warped by the ichor, as determined by rolling on the Flesh Warping table in part 1 (if you wish, you can use the table in *Baldur's Gate: Descent into Avernus* instead). Fiends, oozes, plants, and undead automatically succeed on the saving throw.



CREATURE INFORMATION

A group of four **wastriliths** lurk within the tunnels. The players encounter them when they arrive at the first junction node, and the fiends attack immediately. Each monster has blindsight up to 60 feet in addition to its other senses.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **wastriliths**.
- **Weak:** Remove one **wastrilith**.
- **Strong:** Add one **wastrilith**.
- **Very Strong:** Add two **wastriliths**.

What Do They Want? Bertheraan assigned the fiends here to defend the tunnels from intruders.

What Do They Know? The fiends know the layout of the citadel and can reveal its secrets if interrogated.

WRAP-UP: INTO THE ABYSS

The adventure ends when the players have killed Razek Vowbreaker and learned that the Hellrider's soul has been sent to the Abyss. When they are ready, the group can pass through the portal in area G4 and continue the story in DDAL09-20 *Where Devils Fear to Tread*.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

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

GOLD

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

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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 6**:

- *Scarab of protection*
- *Shield +2*
- *Soul coin*
- *Spell scroll of meteor swarm*
- *Potion of supreme healing*

STORY AWARDS

Characters may earn the following Story Awards; these story awards are described in **Appendix 7**:

- **Clever Torso**
- **Ice Pact**
- **Lost Hope**
- **You Let Dara Die**

DUNGEON MASTER REWARDS

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the *Adventurers League DM Rewards* document for more info.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

Dara (DAH-ra). Dara is a ten-year-old human girl, wise beyond her years, who was raised by priests of Ilmater in Amn. She found and read from the *Book of Exalted Deeds*—which bestowed upon her great wisdom and the powers of a full-fledged cleric 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 Decent into the Nine Hells.
- **Wise Beyond Her Years.** Dara is 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 thirties, Fai is well known for his strange travelling caravan, where he barter and sells magical items and rarities. He only trades magic items for magic items but accepts coin for consumables and appreciates the value of a *soul coin* (which *is* a magic item).

- **What They Want.** Fai Chen is keen to sell his wares to the Bloody Hooves before they depart for Elturel.
- **Mysterious and Resourceful.** Fai Chen always seems to know more than he's telling but never offers to share his knowledge. However, he's willing to lend a hand to those who need it, particularly for an underdog.

Sir Gidor Honorsbright (gi-DOOR). Uneasy with the responsibilities of command suddenly thrust upon him, Gidor is nevertheless dedicated to ensuring that he does all that he can to keep his subordinates safe.

- **What They Want.** Sir Gidor wants nothing more than to keep the Bloody Hooves safe. He tries to stay strong for his troops, but he struggles to remain determined.
- **Honor and Loyalty.** Sir Gidor was once loyal to Zariel, but knowing what Zariel has become, he seeks a new cause to which to pledge his sword.

High Priest Horst Atheraice (HOR-sht AYY-thur-ACE).

An ardent cleric of Torm and chaplain of the Hellriders, Horst is devoted to the company and the tenets of his god.

- **What They Want.** Horst wants nothing more than for the company to survive, even if that means losing his own life.
- **By My Light.** Horst uses his healing magic to aid the group during the ambush at the start of the adventure.

Tal'Kandelagrag (TAL-candle-ah-GRAG). Tal'Kandelagrag is a condescending night hag who believes herself smarter than those who seek to deal with her. She was recently tricked by the mischievous imp Pipyap, who paid her eleven evil soul which he had secretly stolen from other hags, getting her into a world of trouble. Bertheraan summoned Tal'Kandelagrag here to divine secrets about Yeenoghu's Chosen, Razek Vowbreaker. Her rituals revealed that the goristro once served the demon prince Baphomet before turning to Yeenoghu's service, and Baphomet now hunts the planes for his traitorous servant. After hearing this, Bertheraan imprisoned Tal'Kandelagrag while he brooded about what to do with the information. Tal'Kandelagrag previously appeared in adventure DDAL00-11b, from *Pipyap's Guide to All of the Nine Hells*.

- **What They Want.** Tal'Kandelagrag wants to escape the citadel, but she'd like to get revenge on her captors before leaving. She knows that there is a portal somewhere inside the citadel. If she can get a minute alone with it, she can refocus its magic to summon Bertheraan's enemies.
- **Cruel and Vicious.** Tal'Kandelagrag loves to bully those whom she perceives as weaker than herself. She can't help mocking anyone unfortunate enough to share her company.



CREATURE STATISTICS

The following creatures appear in this adventure.

ABYSSAL WRETCH

Medium fiend (demon), chaotic evil

Armor Class 11

Hit Points 18 (4d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

ARMANITE

Large fiend (demon), chaotic evil

Armor Class 16 (Natural)

Hit Points 84 (8d10 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	8 (-1)	12 (+1)	13 (+1)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft, passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

ACTIONS

Multiattack. The armanite makes three attacks: one with its hooves, one with its claws, and one with its serrated tail.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Serrated Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Lightning Lance (Recharge 5–6). The armanite looses a bolt of lightning in a line 60 feet long and 10 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

BAPHOMET

Huge fiend (demon), chaotic evil

Armor Class 22 (Natural Armor)

Hit Points 275 (19d12 + 152)

Speed 40 ft.

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

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

Skills Intimidation +17, Perception +14

Damage Resistances cold, fire, lightning

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP)

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

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

At will: *detect magic*

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

1/day each: *teleport*

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

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

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

Magic Weapons. Baphomet's weapon attacks are magical.

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

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

- **Heartcleaver Attack.** Baphomet makes a melee attack with Heartcleaver.
- **Charge.** Baphomet moves up to his speed, then makes a gore attack.

BLUE ABISHAI

Medium fiend (devil), lawful evil

Armor Class 19 (Natural)

Hit Points 195 (26d8 + 78)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	22 (+6)	23 (+6)	18 (+4)

Saving Throws Int +12, Wis +12

Skills Arcana +12

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

Damage Immunities fire, lightning, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Draconic, Infernal; telepathy 120 ft.

Challenge 17 (18,000 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.

Spellcasting. The abishai is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The abishai has the following wizard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *message*, *minor illusion*, *shocking grasp*

1st level (4 slots): *chromatic orb*, *disguise self*, *expeditious retreat*, *magic missile*, *charm person*, *thunderwave*

2nd level (3 slots): *darkness*, *mirror image*, *misty step*

3rd level (3 slots): *dispel magic*, *fear*, *lightning bolt*

4th level (3 slots): *dimension door*, *greater invisibility*, *ice storm*

5th level (2 slots): *cone of cold*, *wall of force*

6th level (1 slot): *chain lightning*

7th level (1 slot): *teleport*

ACTIONS

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

Quarterstaff. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage plus 14 (4d6) lightning damage.

CADAVER COLLECTOR

Large construct, lawful evil

Armor Class 17 (Natural)
Hit Points 189 (18d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	5 (-3)	11 (+0)	8 (-1)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft, passive Perception 10

Languages understands all languages but can't speak

Challenge 14 (11,500 XP)

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

Summon Specters (Recharges after a Short or Long Rest). As a bonus action, the cadaver collector calls up the enslaved spirits of those it has slain; 1d6 specters (without Sunlight Sensitivity) arise in unoccupied spaces within 15 feet of the cadaver collector. The specters act right after the cadaver collector on the same initiative count and fight until they're destroyed. They disappear when the cadaver collector is destroyed.

ACTIONS

Multiattack. The cadaver collector makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 16 (3d10) necrotic damage.

Paralyzing Breath (Recharge 5-6). The cadaver collector releases paralyzing gas in a 30-foot cone. Each creature in that area must make a successful DC 18 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

DARA, CHOSEN OF ILMATER

Medium humanoid (human), lawful good

Armor Class 11
Hit Points 20 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	10 (+0)	17 (+3)	12 (+1)

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Celestial, Common

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

Innate Spellcasting. Dara's spellcasting ability is Wisdom (spell save DC 13). Dara can innately cast the following spells, requiring no material components:

1/day: *aid, commune, healing word, lesser restoration*

1/week: *true resurrection*

Spellcasting. Dara is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Dara has the following cleric spells prepared:

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

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

Club. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) bludgeoning damage.

DEMILICH

Tiny undead, neutral evil

Armor Class 20 (Natural Armor)

Hit Points 80 (32d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int +11, Wis +9, Cha +11

Damage Resistances bludgeoning, piercing, and slashing from magic weapons

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

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 120 ft., passive Perception 13

Languages --

Challenge 18 (20,000 XP)

Avoidance. If the demilich is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Resistance (3/Day). If the demilich fails a saving throw, it can choose to succeed instead.

Turn Immunity. The demilich is immune to effects that turn undead.

ACTIONS

Howl (Recharge 5–6). The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

Life Drain. The demilich targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the demilich regains hit points equal to the total damage dealt to all targets.

LEGENDARY ACTIONS

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

Flight. The demilich flies up to half its flying speed.

Cloud of Dust. The demilich magically swirls its dusty remains. Each creature within 10 feet of the demilich, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of the demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the greater restoration spell or similar magic.

Vile Curse (Costs 3 Actions). The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

DEMON GRINDER

Gargantuan vehicle (12,000 lb.)

Creature Capacity 8 Medium creatures

Cargo Capacity 1 ton

Armor Class 19

Hit Points 200 (damage threshold 10, mishap threshold 20)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	0	0	0

Damage Immunities fire, poison, psychic

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

Crushing Wheels. The Demon Grinder can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 11 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 22 (4d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Magic Weapons. The Demon Grinder's weapon attacks are magical.

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

ACTION STATIONS

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Demon Grinder.

Chomper (Requires 1 Crew and Grants Half Cover). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) piercing damage. A target reduced to 0 hit points by this damage is ground to bits and spit out through pipes on both sides of the Demon Grinder. Any nonmagical items the target was holding or carrying are destroyed as well.

Wrecking Ball (Requires 1 Crew and Grants Half Cover). *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 40 (8d8 + 4) bludgeoning damage. Double the damage if the target is an object or a structure.

2 Harpoon Flingers (Each Station Requires 1 Crew and Grants Half Cover). *Ammunition:* 10 harpoons per station. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 9 (2d8) piercing damage.

FAI CHEN DOUBLE

Medium humanoid, lawful evil

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +4, Athletics +3, Perception +4

Senses tremorsense 10 ft., passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Evasion. If the monk is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the monk instead takes no damage.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

ACTIONS

Multiattack. The monk makes two melee attacks.

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

REACTIONS

Parry. The monk adds 2 to its AC against one melee or ranged weapon attack that would hit it. To do so, the monk must see the attacker.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, range 30 ft., one target.

Hit: 10 (3d6) fire damage.

FLIND

Medium humanoid (gnoll), chaotic evil

Armor Class 16 (Chain Mail)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Con +8, Wis +5

Skills Intimidation +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Gnoll

Challenge 9 (5,000 XP)

Aura of Blood Thirst. If the flind isn't incapacitated, any creature with the Rampage trait can make a bite attack as a bonus action while within 10 feet of the flind.

ACTIONS

Multiattack. The flind makes three attacks: one with each of its different flail attacks or three with its longbow.

Flail of Madness. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 16 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.

Flail of Pain. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) bludgeoning damage plus 22 (4d10) psychic damage.

Flail of Paralysis. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 4 (1d8) piercing damage.

GORISTRO

Huge fiend (demon), chaotic evil

Armor Class 19 (Natural Armor)
Hit Points 310 (23d12 + 161)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	6 (-2)	13 (+1)	14 (+2)

Saving Throws Str +13, Dex +6, Con +13, Wis +7

Skills Perception +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal

Challenge 17 (18,000 XP)

Charge. If the goristro moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Labyrinthine Recall. The goristro can perfectly recall any path it has traveled.

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

Siege Monster. The goristro deals double damage to objects and structures.

ACTIONS

Multiattack. The goristro makes three attacks: two with its fists and one with its hoof.

Fist. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Hoof. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Gore. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 45 (7d10 + 7) piercing damage.

Area G4: Razek Vowbreaker carries a +2 shield, which raises his AC to 23.

GHAST

Medium undead, chaotic evil

Armor Class 13
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed 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.

ICE DEVIL

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 cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses 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 melee attacks: one with its spear and one with its tail.

Spear. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning 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 on a successful one.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

MANES

Small fiend (demon), chaotic evil

Armor Class 9

Hit Points 9 (2d6 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal understands but can't speak

Challenge 1/8 (25 XP)

ACTIONS

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

MOLYDEUS

Huge fiend (demon), chaotic evil

Armor Class 19 (Natural)

Hit Points 216 (16d12 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	25 (+7)	21 (+5)	24 (+7)	24 (+7)

Saving Throws Str +16, Con +14, Wis +14, Cha +14

Skills Perception +21

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, stunned

Senses truesight 120, passive Perception 31

Languages Abyssal, telepathy 120 ft.

Challenge 21 (33,000 XP)

Innate Spellcasting. The molydeus's innate spellcasting ability is Charisma (spell save DC 22). It can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *polymorph*, *telekinesis*, *teleport*

3/day: *lightning bolt*

1/day: *imprisonment*

Legendary Resistance (3/Day). If the molydeus fails a saving throw, it can choose to succeed instead.

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

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

ACTIONS

Multiattack. The molydeus makes three attacks: one with its weapon, one with its wolf bite, and one with its snakebite.

Demonic Weapon. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) slashing damage. If the target has at least one head and the molydeus rolled a 20 on the attack roll, the target is decapitated and dies if it can't survive without that head. A target is immune to this effect if it takes none of the damage, has legendary actions, or is Huge or larger. Such a creature takes an extra 6d8 slashing damage from the hit.

Wolf Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) piercing damage.

Snakebite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one creature. Hit: 12 (1d6 + 9) piercing damage, and the target must succeed on a DC 22 Constitution saving throw or its 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 transforms into a **mane** if this reduces its hit point maximum to 0. This transformation can be ended only by a wish spell.

LEGENDARY ACTIONS

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

- **Attack.** The molydeus makes one attack, either with its demonic weapon or with its snakebite.
- **Move.** The molydeus moves without provoking opportunity attacks.
- **Cast a Spell.** The molydeus casts one spell from its Innate Spellcasting trait.

NABASSU

Medium fiend (demon), chaotic evil

Armor Class 18 (Natural)

Hit Points 190 (20d8 + 100)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Str +11, Dex +7

Skills Perception +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, telepathy 120 ft.

Challenge 15 (13,000 XP)

Demonic Shadows. The nabassu darkens the area around its body in a 10-foot radius. Nonmagical light can't illuminate this area of dim light.

Devour Soul. A nabassu can eat the soul of a creature it has killed within the last hour, provided that creature is neither a construct nor an undead. The devouring requires the nabassu to be within 5 feet of the corpse for at least 10 minutes, after which it gains a number of Hit Dice (d8s) equal to half the creature's number of Hit Dice. Roll those dice, and increase the nabassu's hit points by the numbers rolled. For every 4 Hit Dice the nabassu gains in this way, its attacks deal an extra 3 (1d6) damage on a hit. The nabassu retains these benefits for 6 days. A creature devoured by a nabassu can be restored to life only by a *wish* spell.

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

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

ACTIONS

Multiattack. The nabassu uses its Soul-Stealing Gaze and makes two attacks: one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 32 (4d12 + 6) piercing damage.

Soul-Stealing Gaze. The nabassu targets one creature it can see within 30 feet of it. If the target can see the nabassu and isn't a construct or an undead, it must succeed on a DC 16 Charisma saving throw or reduce its hit point maximum by 13 (2d12) and give the nabassu an equal number of temporary hit points. This reduction lasts until the target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0, and if the target is a humanoid, it immediately rises as a **ghoul** under the nabassu's control.

NALFESHNEE

Large fiend (demon), chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 184 (16d10 + 96)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 13 (10,000 XP)

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

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Area G4: Bertheraan wears a *scarab of protection*, which grants him advantage on saving throws against spells.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

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

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

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

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

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

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

ACTIONS

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

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

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

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

RUTTERKIN

Medium fiend (demon), chaotic evil

Armor Class 12

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Crippling Fear. When a creature that isn't a demon starts its turn within 30 feet of three or more rutterkins, it must make a DC 11 Wisdom saving throw. The creature has disadvantage on the save if it's within 30 feet of six or more rutterkins. On a successful save, the creature is immune to the Crippling Fear of all rutterkins for 24 hours. On a failed save, the creature becomes frightened of the rutterkins for 1 minute. While frightened in this way, the creature is restrained. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living **abyssal wretch**. The transformation of the body can be undone only by a *wish* spell.

SIBRIEX

Huge fiend (demon), chaotic evil

Armor Class 19 (Natural)

Hit Points 150 (12d12 + 72)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	3 (-4)	23 (+6)	25 (+7)	24 (+7)	25 (+7)

Saving Throws Int +13, Cha +13

Skills Arcana +13, History +13, Perception +13

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Contamination. The sibriex emits an aura of corruption 30 feet in every direction. Plants that aren't creatures wither in the aura, and the ground in it is difficult terrain for other creatures. Any creature that starts its turn in the aura must succeed on a DC 20 Constitution saving throw or take 14 (4d6) poison damage. A creature that succeeds on the save is immune to this sibriex's Contamination for 24 hours.

Innate Spellcasting. The sibriex's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *command*, *dispel magic*, *hold monster*
3/day: *feblemind*

Legendary Resistance (3/Day). If the sibriex fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The sibriex uses Squirt Bile once and makes three attacks using its chain, bite, or both.

Chain. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage.

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

Squirt Bile. The sibriex targets one creature it can see within 120 feet of it. The target must succeed on a DC 20 Dexterity saving throw or take 35 (10d6) acid damage.

Warp Creature. The sibriex targets up to three creatures it can see within 120 feet of it. Each target must make a DC 20 Constitution saving throw. On a successful save, a creature becomes immune to this sibriex's Warp Creature. On a failed save, the target is poisoned, which causes it to also gain 1 level of exhaustion. While poisoned in this way, the target must repeat the saving throw at the start of each of its turns. Three successful saves against the poison end it, and ending the poison removes any levels of exhaustion caused by it. Each failed save causes the target to suffer another level of exhaustion. Once the target reaches 6 levels of exhaustion, it dies and instantly transforms into a living **abyssal wretch** under the sibriex's control. The transformation of the body can be undone only by a *wish* spell.

LEGENDARY ACTIONS

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

- **Cast a Spell.** The sibriex casts a spell.
- **Spray Bile.** The sibriex uses Squirt Bile.
- **Warp (Costs 2 Actions).** The sibriex uses Warp Creature.

FLESH WARPING

Whenever a creature fails a saving throw against the sibriex's Warp Creature effect, roll percentile dice and consult the Flesh Warping table to determine an additional effect, which vanishes when Warp Creature ends on the creature. If the creature transforms into an **abyssal wretch**, the effect becomes a permanent feature of that body.

FLESH WARPING

d100	Effect
01–05	The color of the target's hair, eyes, and skin becomes blue, red, yellow, or patterned.
06–10	The target's eyes push out of its head at the end of stalks.
11–15	The target's hands grow claws, which can be used as daggers.
16–20	One of the target's legs grows longer than the other, reducing its walking speed by 10 feet.
21–25	The target's eyes become beacons, filling a 15-foot cone with dim light when they are open.
26–30	A pair of wings, either feathered or leathery, sprout from the target's back, granting it a flying speed of 30 feet.
31–35	The target's ears tear free from its head and scurry away; the target is deafened.
36–40	Two of the target's teeth turn into tusks.
41–45	The target's skin becomes scabby, granting it a +1 bonus to AC but reducing its Charisma by 2 (to a minimum of 1).
46–50	The target's arms and legs switch places, preventing the target from moving unless it crawls.
51–55	The target's arms become tentacles with fingers on the ends, increasing its reach by 5 feet.
56–60	The target's legs grow incredibly long and springy, increasing its walking speed by 10 feet.
61–65	The target grows a whip like tail, which it can use as a whip.
66–70	The target's eyes turn black, and it gains darkvision out to a range of 120 feet.
71–75	The target swells, tripling its weight.
76–80	The target becomes thin and skeletal, halving its weight.
81–85	The target's head doubles in size.
86–90	The target's ears become wings, giving it a flying speed of 5 feet.
91–95	The target's body becomes unusually brittle, causing the target to have vulnerability to bludgeoning, piercing, and slashing damage.
96–00	The target grows another head, causing it to have advantage on saving throws against being charmed, frightened, or stunned.

SWARM OF ZOMBIES

Large swarm of Medium undead, neutral evil

Armor Class 8

Hit Points 195 (17d10 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	22 (+6)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +1

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages—

Challenge 8 (3,900 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 Medium humanoid. The swarm can't regain hit points gain temporary hit points.

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

Undead Fortitude. If damage reduces the swarm to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the swarm drops to 1 hit point instead.

ACTIONS

Multiattack. The swarm makes a slam attack against any creature in its space. If the target is already restrained, it makes a Gnashing Hunger attack instead.

Unquenchable Hunger. *Melee Weapon Attack:* +10 to hit, range 0 ft., one creature. *Hit:* 22 (4d10) slashing damage, or 11 (2d10) slashing damage if the swarm has half of its hit points or fewer. The swarm regains hit points equal to the damage dealt by the attack.

Slam. *Melee Weapon Attack:* +10 to hit, range 5 ft., one creature. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half of its hit points or fewer. If the target is Large or smaller, it's grappled (escape DC 18). Until this grapple ends, the target is restrained. The swarm can grapple any number of creatures in this way.

WASTRILITH

Large fiend (demon), chaotic evil

Armor Class 18 (Natural)
Hit Points 157 (15d10 + 75)
Speed 30 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	21 (+5)	19 (+4)	12 (+1)	14 (+2)

Saving Throws Str +9, Con +10
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 13 (10,000 XP)

Amphibious. The wastrilith can breathe air and water.

Corrupt Water. At the start of each of the wastrilith's turns, exposed water within 30 feet of it is befouled. Underwater, this effect lightly obscures the area until a current clears it away. Water in containers remains corrupted until it evaporates.

A creature that consumes this foul water or swims in it must make a DC 18 Constitution saving throw. On a successful save, the creature is immune to the foul water for 24 hours. On a failed save, the creature takes 14 (4d6) poison damage and is poisoned for 1 minute. At the end of this time, the poisoned creature must repeat the saving throw. On a failure, the creature takes 18 (4d8) poison damage and is poisoned until it finishes a long rest.

If another demon drinks the foul water as an action, it gains 11 (2d10) temporary hit points.

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

Undertow. As a bonus action when the wastrilith is underwater, it can cause all water within 60 feet of it to be difficult terrain for other creatures until the start of its next turn.

ACTIONS

Multiattack. The wastrilith uses Grasping Spout and makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 30 (4d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) slashing damage.

Grasping Spout. The wastrilith magically launches a spout of water at one creature it can see within 60 feet of it. The target must make a DC 17 Strength saving throw, and it has disadvantage if it's underwater. On a failed save, it takes 22 (4d8 + 4) acid damage and is pulled up to 60 feet toward the wastrilith. On a successful save, it takes half as much damage and isn't pulled.

WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7
Skills Intimidation +5, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*
1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

APPENDIX 1: SOUL TRADER (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

SNAG THE HAG

In this bonus objective, the characters must rescue the **night hag** Tal'Kandelagrag from imprisonment inside the House of Gore. Introduce this bonus objective at the **start of part 1**.

BONUS OBJECTIVE A

Freeing the hag from imprisonment and delivering her alive to the imp Zaff is **Bonus Objective A**.

MEETING THE IMP

While the characters are gazing out over the exterior site, an **imp** approaches them with an interesting offer.

Looking out over the plain, you hear the unmistakable sound of breaking wind, followed by a stench that almost melts the flesh from your faces. A tiny imp appears in the air nearby and gulps loudly.

"I seem to have given away my presence."

This is **Zaff**, an agent sent by another imp, Pipypap (whom the party may have met before). Seeing the heroes here, Zaff hatched a plan so cunning that he accidentally farted in glee. He attempts to reveal the following information before the characters kill him:

- Zaff was sent by his buddy **Pipypap** to spring the night hag **Tal'Kandelagrag** from imprisonment inside the House of Gore (see "Dramatis Personae").
- His buddy Pipypap owes the hag Jeny Greenteeth a favor. To avoid payment, Pipypap plans to gain the favor of another hag and transfer the debt to her. Pipypap wants Zaff to pose as one of Jeny's agents, free Tal'Kandelagrag, and get her to sign a contract transferring Pipypap's debt onto herself.
- Zaff is nervous about entering the citadel alone. He offers to help the "brave heroes" get inside and promises to provide rare *potions of supreme healing* if they bring Tal'Kandelagrag to him alive.
- Zaff warns that Tal'Kandelagrag must be magically restrained to prevent her from casting *plane shift* to escape. The characters should be wary about removing such restraints.

If the adventurers agree, Zaff reveals that the citadel's **cadaver collectors** are regularly swallowed up by the House of Gore. He suggests that the characters disable one of the cadaver collectors and disguise themselves as corpses pinned to its body (though he comments that there are sure to be other ways inside).



FREEING TAL'KANDELAGRAG

Tal'Kandelagrag is held in a cell in the prison (area G3). Her hands are bound with cold, iron manacles that secure her thumbs, preventing her from casting spells with somatic components. If the characters spring her from her cell, she pleads with them to release her from the restraints, using *plane shift* to escape if the players are foolish enough to agree.

Tal'Kandelagrag is keen to leave the citadel and joins with the party if they spring her from prison. Along the way, she reveals why she was captured and tries to persuade the group to aid her revenge.

CREATURE INFORMATION

Tal'Kandelagrag is a wicked **night hag**.

What Do They Want? Tal'Kandelagrag wants to escape the citadel, but she'd like to get revenge on her captors before leaving. She knows that there is a portal somewhere inside the citadel. If she can get a minute alone with it, she can refocus its magic to summon Bertheraan's enemies.

What Do They Know? Bertheraan summoned Tal'Kandelagrag here to divine secrets about Yeenoghu's Chosen, Razek Vowbreaker. Her rituals revealed that the **goristro** once served the demon prince Baphomet before turning to Yeenoghu's service, and Baphomet now hunts the planes for his traitorous servant. After hearing this, Bertheraan imprisoned Tal'Kandelagrag while he brooded about what to do with the information.

THE CHANT OF BONES

If Tal'Kandelagrag can get within 20 feet of the portal in area G4, she can use her fey magic to summon **Baphomet** from the Abyss (she does not explain that this is her goal, instead saying she wishes to merely “summon Bertheraan's enemies”). To call the demon prince forth so, she must call out to her evil archfey patrons and answer the three riddles that they whisper to her:

“What gets broken without being held?”

Answer: A **promise**.

“I have no feet to dance, I have no eyes to see, I have no life to live or die but yet I do all three.”

Answer: **Fire**.

“The more you take of me, the more you leave behind.”

Answer: **Footsteps**.

Tal'Kandelagrag calls each riddle out to the group in turn. If they reply with the correct answer, she proceeds to the next riddle. Do not pause combat to allow players time to think! If the players are stumped, any character that forgoes their action and succeeds on a DC 15 Intelligence check can deduce the correct answer.

When all three riddles are answered, the portal pulses with energy and Tal'Kandelagrag calls for Baphomet to step forward and claim his quarry! On the next count of the initiative order, **Baphomet** himself steps through the portal to seek revenge on Razek Vowbreaker. Every character that beholds Baphomet must make a DC 20 Wisdom saving throw. On a failure, they are subjected to a random effect from the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*, which lasts for 1d10 minutes.

The demon prince focuses his attacks on Razek but attacks the nearest creature if Razek is not present. The demon prince is sucked back through the portal if he drops to fewer than 80 hit points, if he uses all his legendary resistances, or when three rounds have passed since Razek died, whichever occurs first. After summoning the demon prince, Tal'Kandelagrag retreats cackling to the far side of the chamber to watch the devastation play out. She does not participate in the combat.

DEVELOPMENT

If the characters deliver the hag alive to Zaff, she signs a contract to take on Pipyap's debt with Jeny Greenteeth. Before departing, the imp gives each character in the group a *potion of supreme healing*.



APPENDIX 2: HEADS OF STATE (BONUS OBJECTIVE B)

Estimated Duration: 1 hour

THE SKULL DOOR

In this bonus objective, the characters must find a way to unlock the door sealing the portal chamber. Introduce this bonus objective when the players arrive at the passage leading to **area G4**.

BONUS OBJECTIVE B

Getting past the door is **Bonus Objective B**.

THE PUZZLE

An iron door seals the passageway ahead, its surface covered with charred devil skulls. Flames smolder in the skulls' eye sockets, and each skull apart from the central one has a unique name engraved underneath it. As you approach, the central skull speaks in a voice like crackling coals:

"Intruders! Speak the words which bind my minions together, and their eyes shall turn inwards. You have three chances to quench their flames. Name your first word now."

Give the players the **skull door handout** from **Appendix 5**. Twenty **flameskulls** are embedded in the door, with a **demilich** in the center (the demilich is enchanted with the ability to talk). The demonic magic of the door protects the skulls from harm and cannot be dispelled by any means.

To solve the puzzle, the players must pick three words that connect as many of the devil names written on the door as possible. For example, the names "Malice," "Fury," and "Wrath" could be connected by the word "Anger" or "Emotion."

Whenever your players choose a word, you must determine which, if any, names it corresponds with—after each word is spoken, those skulls then grind around in the door, so their faces are no longer visible.

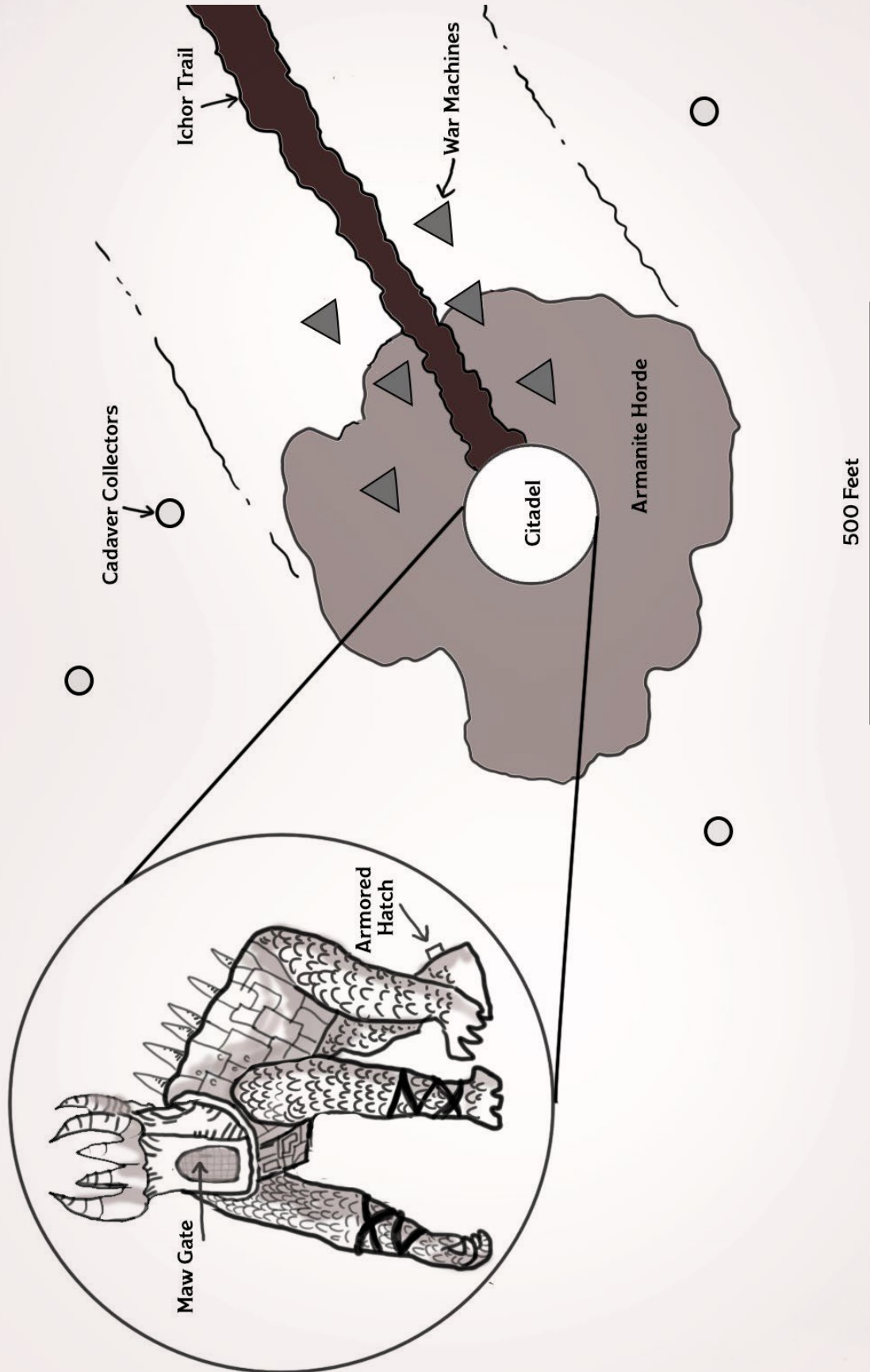
- If a word does not correspond with any names, every flameskull that is still facing outward targets the speaker with a single Fire Ray attack.
- If the word corresponds with a name whose skull has already been turned inward, that skull turns outward again!

After three words have been spoken, the **demilich** and any remaining **flameskulls** detach from the door and attack the intruders. If all twenty **flameskulls** are deactivated, the **demilich** rotates too and the door grinds open. The door also opens if the players destroy the **demilich** after it is freed from the door.

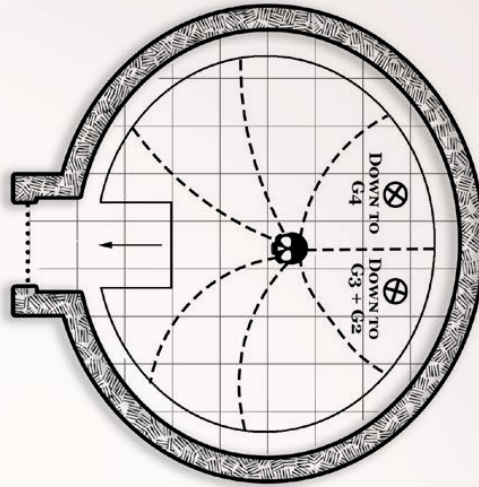
If a creature teleports through the door into area G4, any skulls present on the door grind around to face it on the other side. While the intruders remain inside area G4, the skulls target them with ranged attacks.



APPENDIX 3: HOUSE OF GORE SITE MAP



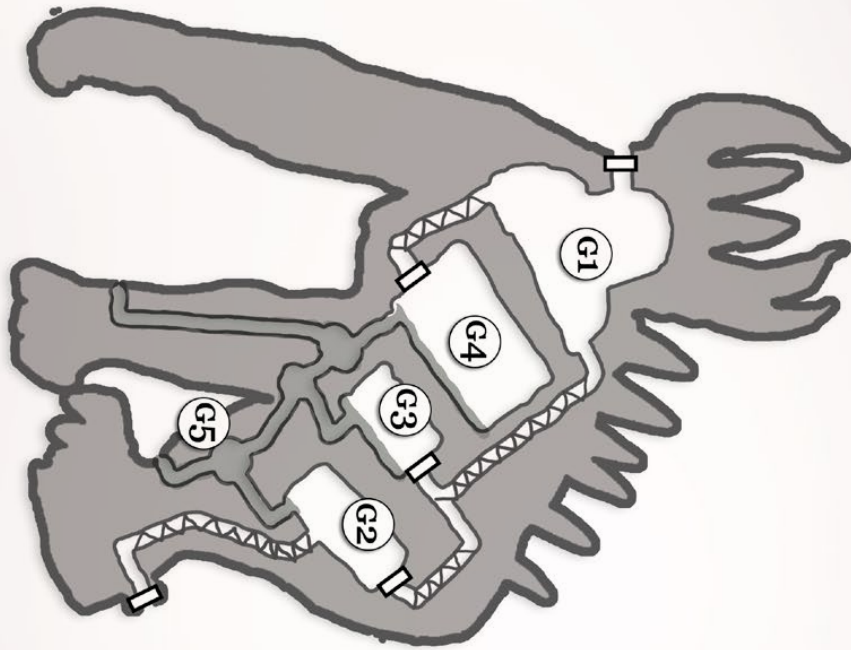
APPENDIX 4: HOUSE OF GORE MAP



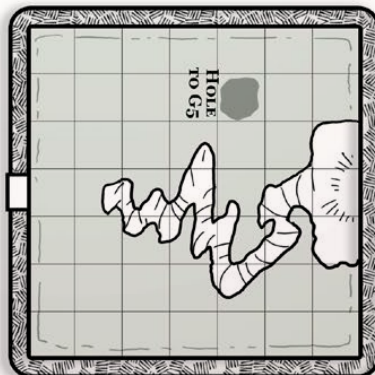
G1: FLESH MANUFACTORY



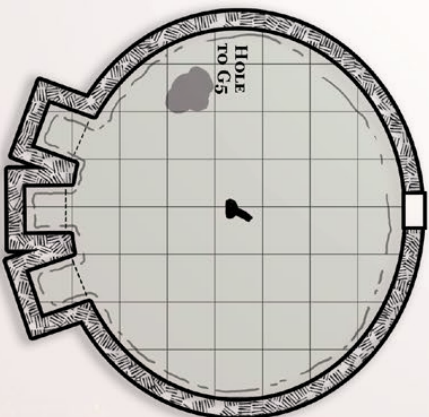
G2: ARCHITECT'S FOLLY



1 SQUARE = 10 FT.

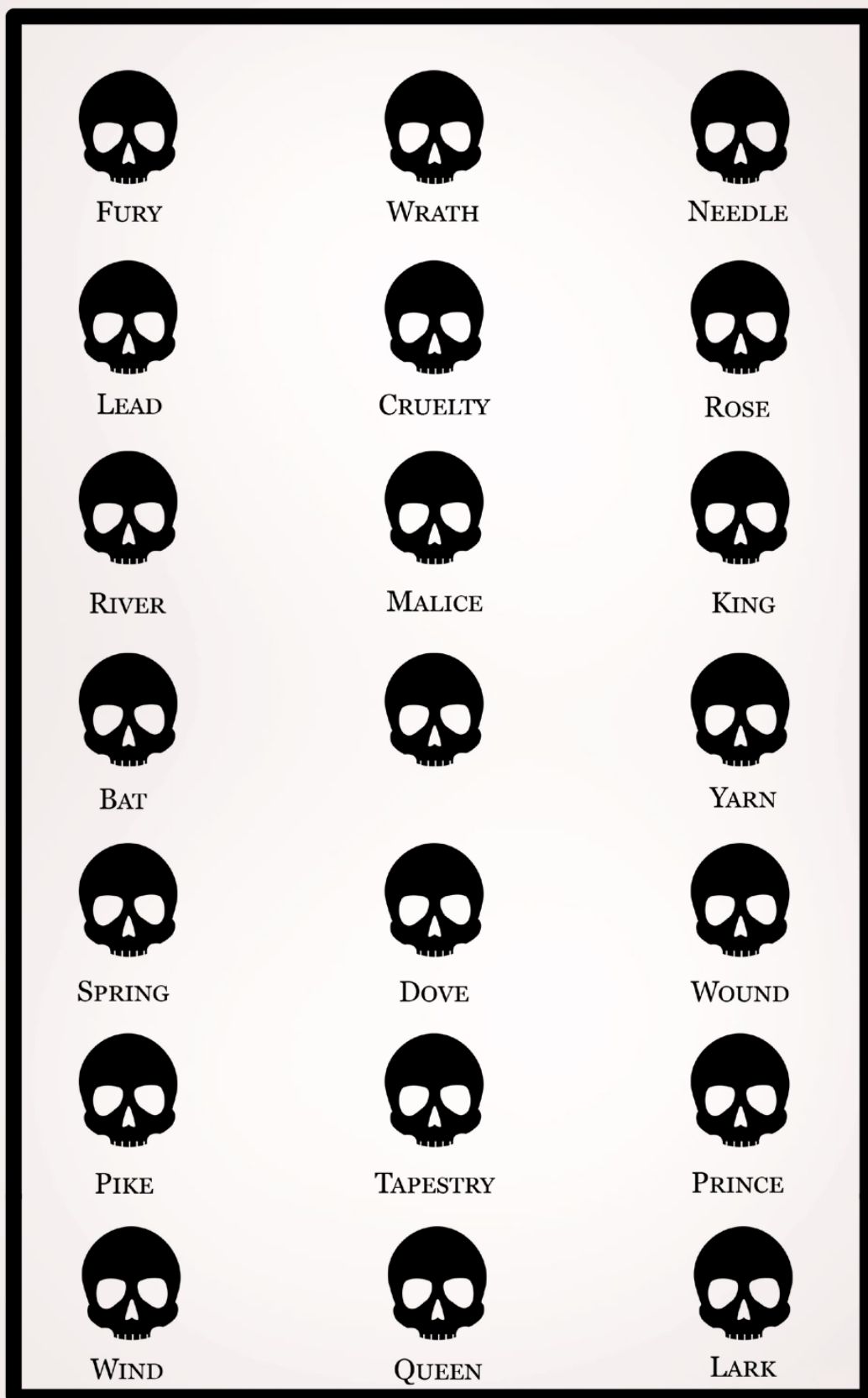


G4: ABYSSAL PORTAL



G3: PRISON

APPENDIX 5: SKULL DOOR



APPENDIX 6: CHARACTER REWARDS

The characters can find the following magic items in this adventure:

SCARAB OF PROTECTION

Wondrous item, legendary (requires attunement)

If you hold this beetle-shaped medallion in your hand for 1 round, an inscription appears on its surface revealing its magical nature. It provides two benefits while it is on your person:

- You have advantage on saving throws against spells.
- The scarab has 12 charges. If you fail a saving throw against a necromancy spell or a harmful effect originating from an undead creature, you can use your reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended.

This item can be found in the *Dungeon Master's Guide*.

SHIELD +2

Armor (shield), rare

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. A shield is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

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 one-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 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.

SPELL SCROLL OF METEOR SWARM

Scroll, legendary

A spell scroll bears the words of a *meteor swarm* spell, written in a mystical cipher. If the spell is on your class's spell list you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 19. On a failed check, the spell disappears from the scroll with no other effect. If cast successfully, the spell has a spell save DC of 19.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on a DC 19 Intelligence (Arcana) check. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

This item can be found in the *Dungeon Master's Guide*.

POTION OF SUPERIOR HEALING

Potion, rare

You regain 8d4 + 8 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

This item can be found in the *Dungeon Master's Guide*.

APPENDIX 7: STORY AWARDS

Characters can receive the following story awards from this adventure.

CLEVER TORSO

You are carrying the armless, legless torso of a **ghast**—the infernal architect Khemed Rein. Khemed can talk and is desperate to escape the Nine Hells. If you fail a saving throw while carrying Khemed, you can choose to have the effect target him instead. This always destroys him, even if the effect deals no damage. If you leave the Nine Hells, you can return Khemed to his homeland and he is forever in your debt.

ICE PACT

The **ice devil** General Everbleed is escorting you on your mission to recover the soul of Rotger de la Reue. You can control the fiend in combat, but the DM can take control of his actions at any time. If you leave the Nine Hells, the general's debt of service is removed, and he leaves your side.

LOST HOPE

The name of the person whom you care for the most has been revealed to the demons of the Abyss, and you cannot shake the fear that they are being hunted. You gain an additional bond: "My actions have endangered my loved one." At the end of every adventure you play, roll a d20. On a result of a 1, your fears come true as the demon prince Yeenoghu assassinates your loved one. The only way to remove this story award is to kill Yeenoghu.

YOU LET DARA DIE!

You failed to keep Dara alive during this adventure. This impacts her abilities when next you meet!
How many times did she die? _____

APPENDIX 8: 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-avornus/>

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

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

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

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

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