

BALDUR'S GATE: DESCENT INTO AVERNUS

INFERNAL BOUNTY



An Encounter for Baldur's Gate: Descent into Avernus
Chapter 3: Avernus

INFERNAL BOUNTY

This short encounter is suitable for a party of 7th to 10th-level adventurers, and can be used in any Baldur's Gate: Descent into Avernus-campaign. While traveling the plains of Avernus, the party is sought out by a pair of bounty hunters seeking something in the party's possession. The fiends first try to bargain for their quarry, before eventually ambushing the party to claim their prize. If (or when) things go poorly, the fiends offer loot and information in return for freedom.

THE BOUNTY HUNTERS

Eliza is a charming, but ruthless **erinyes**, who refused to throw away her life in the legions, and instead seeks glory on her own. She's cunning, pragmatic and devious. Hephaizal is a grizzled veteran of the Blood War, who left the legions after a demotion from horned devil to **orthon**. He grunts more than speaks, and is fiercely devoted to Eliza. Together, the pair excels at tracking down rare objects or persons, and earn a living by taking lucrative and exclusive contracts from powerful fiends. They are respected for their professionalism, pragmatism and discretion.

WHAT ARE THEY AFTER?

What exactly Eliza and Hephaizal are after, is entirely up to you. Below are some suggestions:

Lulu the Hollyphant. Zariel's former mount and associate could easily be an object of interest for many entities across the Nine Hells.

The Shield of the Hidden Lord. The powerful Gargauth is a valuable prize to any ambitious fiend, curious collector, or former ally or enemy.

A Party Member. A tiefling character with an interesting heritage, or a cleric or paladin with a bright soul, is a welcome addition to the soul-collection of any powerful fiend or spellcaster in Avernus.

WHO DO THEY WORK FOR?

There are many entities who can have acquired the aid of the infernal bounty hunters. Some ideas are:

- **Zariel**, Archduke of Avernus.
- **Bel**, former Archduke of Avernus.
- **Mordenkainen**, archwizard in the Tower of Urm.
- **Arkhan the Cruel**, champion of Tiamat.
- **Mephistopheles**, Archdevil of Cania.
- **A Warlord** of the Avernian Wastelands.

PART 1: PROPOSITION

The encounter begins as the party is travelling on the plains of Avernus. Read or paraphrase the following:

Suddenly a flash of red appears on the skies above you. What first appears to be a meteor, or a ball of fire, reveals itself to be a red-winged fiend clad in beautiful black armor, descending rapidly toward the ground a few hundred feet in front of you. Coming to a sudden stop mere feet above the plains, the female fiend lands gracefully. One arm confidently on her hip and the other waving lazily, the fiend waits for you to approach.

When the characters do come closer, Eliza offers a cheery greeting: "Hi there, guys, what brings you through here?" listening with interest before freely offering her own name, vocation, and the outline of her proposition (see 'The Proposition' below).

Setting up the Ambush. While Eliza talks, Hephaizal is creeping invisibly into position near the party. Roll a +11 Stealth (Dexterity) check with advantage against the party's passive Perception to determine if he succeeds. If the characters notice Hephaizal, Eliza tells the orthon that "the gig is up" and explains to the party that "Hephaizal is just a bit shy, but don't you worry about him. Let's talk business..."

The Proposition. Eliza explains that she's been hired to acquire something – or someone – in the party's possession, but since the characters look like they can handle themselves, she'd rather not have to take it by force: "So, how about I give you half my fee – 10 soul coins – right now, and we can solve this amicably, without anyone getting hurt?" If the characters agree, Eliza happily keeps her word and leaves with her prize. If they refuse or become aggressive, she tsks-tsks and says "that's a pity, but I suppose I can't convince you," before telepathically signalling Hephaizal to attack.

PART 2: AMBUSH!

When diplomacy fails, Hephaizal is ready. He initiates the ambush (hopefully surprising the party) by firing a crossbow bolt of Blindness against a cluster of enemies, hoping to temporarily blind them. He follows up with bolts of Paralysis and Entanglement, his focus on disabling foes that stand between him and his quarry.

Simultaneously – but not quite as surprising – Eliza uses *dominate person* against anyone holding her quarry, or perhaps even her quarry itself, hoping to command the character to hand over the treasure and/or attack their compatriots. On subsequent rounds, she uses her Rope of Entanglement to catch her prey.

The pair's primary object is to get their quarry – everything else is secondary. Eliza will fly away as soon as she has it, while Hephaizal uses invisibility and stealth to slip away. Likewise, the two will try to escape rather than perish needlessly, if they can't get away with their prize.

PART 3: JUST BUSINESS

If the situation turns dire for the two fiends (either drops below 30 hit points), and they can't readily escape, Eliza calls for a truce. She'll play up the orthon's explosive retribution, explaining how "if you kill my friend here, he'll blow up – kill us all, myself included. Better just let us go peacefully!"

Eliza tries to convince the party to simply let the two fiends go, explaining that "it was just business, nothing personal!" and offering to sign a contract stipulating that the pair won't come after the party again. Because of a non-disclosure agreement with her employer, she can't tell the party anything that could lead to the harm of said employer (which very much includes the employer's name or whereabouts), but promises that she and Hephaizal are not obligated to come after the party again.

If the characters aren't persuaded, Eliza will go as far as to offer them 10 soul coins, her *rope of entanglement*, and *bolts of blindness, paralysis and tracking*. She explains – truthfully – that her sword and Hephaizal's weapon lose their magic if they part from them.

Crafty characters might try to acquire the services of the infernal pair – which can be done at your discretion – but the two fiends would rather die in combat than enter into any agreement that even remotely looks like slavery or permanent servitude, demanding that they pay the pair's usual (steep) fee.

ERINYES

Large fiend (devil), lawful evil

Armor Class 18 (Plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

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

ACTIONS

Multiattack. The erinyes makes three attacks.

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

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

Rope of Entanglement. The erinyes commands its rope of entanglement (AC 20, 20 hit points) to entangle a creature within 20 ft. The target must succeed on a DC 15 Dexterity saving throw or become restrained (escape DC 15). The erinyes can also use a bonus action to release the target.

Dominate Person (3/day). A target humanoid the erinyes can see within 60 ft. must succeed on a DC 16 Wisdom saving throw or be charmed by it for 1 minute, or until the erinyes loses its concentration. If the target is fighting the erinyes or creatures friendly to the erinyes, the target has advantage on the saving throw. While the target is charmed and on the same plane of existence, the erinyes can telepathically issue simple and general commands to the creature (no action required), which the target does its best to obey. If the target completes the order and doesn't receive further direction, it defends and preserves itself to the best of its ability. The erinyes can also use its action to take total and precise control of the target. Until the end of the erinyes' next turn, the target takes only the actions it chooses, and doesn't do anything else. During this time the erinyes can also cause the creature to use a reaction, but this requires it to use its own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Fireball (3/day). Each creature in a 20-foot-radius sphere centered on a point within 150 ft. must make a DC 16 Dexterity saving throw. A target takes 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

REACTIONS

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

ORTHON

Large fiend (devil), lawful evil

Armor Class 17 (Half-Plate)

Hit Points 105 (10d10 + 50)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Dexterity +7, Constitution +9, Wisdom +6

Skills Perception +10, Stealth +11, Survival +10

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

Damage Immunities Fire, Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 120 ft., Truesight 30, Passive Perception 20

Languages Common, Infernal, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Explosive Retribution. When reduced to 15 hit points or fewer, the orthon explodes. All other creatures within 30 feet of it must each make a DC 17 Dexterity saving throw, taking 9 (2d8) fire damage plus 9 (2d8) thunder damage on a failed save, or half as much damage on a successful one. This explosion destroys the orthon, its infernal dagger, and its brass crossbow.

Invisibility Field. The orthon can use a bonus action to become invisible. Any equipment the orthon wears or carries is also invisible as long as the equipment is on its person. This invisibility ends immediately after the orthon makes an attack roll or is hit by an attack.

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

ACTIONS

Infernal Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft. *Hit:* 11 (2d4 + 6) slashing damage, and the target must make a DC 17 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. On a failure, the target is also poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infernal Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft. *Hit:* 14 (2d10 + 3) piercing damage, plus one of the following effects:

1. **Acid.** The target must make a DC 17 Constitution saving throw, taking an additional 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

2. **Blindness (1/Day).** The target takes 5 (1d10) radiant damage. In addition, the target and all other creatures within 20 feet of it must each make a successful DC 17 Dexterity saving throw or be blinded until the end of the orthon's next turn.

3. **Concussion.** The target and each creature within 20 feet of it must make a DC 17 Constitution saving throw, taking 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.

4. **Entanglement.** The target must make a successful DC 17 Dexterity saving throw or be restrained for 1 hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature other than an orthon that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained.

5. **Paralysis (1/Day).** The target takes 22 (4d10) lightning damage and must make a successful DC 17 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. **Tracking.** For the next 24 hours, the orthon knows the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, the orthon knows which one, but not the exact location there.

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