

# ATTACK ON AVERNUS: The Wrath of Tiamat!



**AN ADVENTURE FOR LEVELS 17-20**

**ONLY YOU CAN CRUSH  
THE ARMIES OF HELL!**



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# Table of Contents

FOREWORD .....	4	ACT 4: ESCAPE .....	32
INTRODUCTION .....	5	SCENE 1: HELL'S FURY.....	32
ADVENTURE BACKGROUND.....	5	ACT 5: RIGHTEOUS REWARDS .....	33
SPECIAL RULES.....	5	SCENE 1.....	33
ACT 1: THE WORLD SHUDDERS .....	6	APPENDIX A: CELESTIAL CRUSADERS.....	34
SCENE 1: "BEHOLD, THE CORRIDOR!" .....	6	APPENDIX B: MAJESTIC MOUNTS .....	48
ACT 2: THE DESCENT .....	9	APPENDIX C: THE EBON CORRIDOR .....	50
SCENE 1: HELL'S SENTINELS.....	9	APPENDIX D: MAGICAL ITEMS .....	50
SCENE 2: THE ADAMANT HOURGLASS .....	12	APPENDIX E: BESTIARY.....	51
SCENE 3: HELL'S LIEUTENANTS.....	26	APPENDIX F: HANDOUT 1-EPISTLE FROM HELL. 56	
ACT 3: ATTACK ON AVERNUS! .....	28	APPENDIX G: ADJUSTING ENCOUNTERS .....	57
SCENE 1: THE COURTYARD.....	28	APPENDIX H: MAPS & ORIGINAL ARTWORK .....	58
SCENE 2: THE STAR CHAMBER OF THE CHROMATIC TEMPLE. 30			



# Foreword

*“Come thou no more for ransom, gentle herald:  
They shall have none, I swear, but these my joints;”*

—Henry V, 4.3. 2360-2361, William Shakespeare

Welcome to **Attack on Avernus: the Wrath of Tiamat!** Let us be clear about a few things before we begin.

If you're looking for a subtly written whodunnit designed to open a window into the deeper philosophical questions surrounding the souls of elvenkind...

Or, if you seek a cerebral courtly intrigue focussing on roleplay and intricately crafted non-player characters...

Or, if you're in search of a witty (nay, deconstructionist!) reimagining of the established norms of dungeon delving...

Well, if you're in search of such things my friend, (and there's nothing wrong with such a search!) I must inform you that you've come to the wrong place. This adventure is about battle. This adventure is about war. It is a crusade wherein heroes place their lives in utmost peril to do the utmost good.

So, let's try this again.

If you're looking for a chance to demonstrate tactical acumen and epic teamwork...

Or, if you're seeking an opportunity to push your high-level character to its very limits...

Or, if you thirst for combat and long to do battle in strange environments against terrifying foes...

Well, if you're in search of such things my friend, I dare say you have a heart of iron and a spirit of fire! You are the one for whom this adventure was written.

Long may your legend thrive as a paragon of gallantry!

Forward!

Craig Sutherland & Blaise Wigglesworth

August 27, 2019

# Introduction

Welcome to Attack on **Avernus: The Wrath of Tiamat!** This Tier 4 heroic crusade pits your players against some of Hell's most powerful sentinels!

There are multiple modes of play for this adventure:

- 1) A Tier 4 adventure for any campaign
- 2) A sequel to the official *Tyranny of Dragons* adventure
- 3) A sequel to the official *Descent into Avernus* adventure
- 4) A one-shot adventure where players use the custom-designed pregenerated level-20 characters provided in **Appendix A**

For options 1 through 3, this adventure is optimized for four to six characters ranging from level 17 to 20. Encounter tables within the text assume an Average Party Level (APL) of 18. To adjust encounters, see **Appendix G**.

For option 4, refer to the encounter tables labeled "Capstone". The level 20 pregenerated characters provided are ideal for this mode.

## ABBREVIATIONS USED IN THIS ADVENTURE

- DM:** Dungeon Master  
**DMG:** Dungeon Master's Guide  
**MM:** Monster Manual  
**MToF:** Mordenkainen's Tome of Foes  
**PHB:** Players Handbook

# Adventure Background

One of Tiamat's oldest and most loyal lieutenants, Azlydain (ah-ZILL-dane), has gathered five magic-amplifying chromatic crystals. Using these powerful magic items, he is gathering the essence of Tiamat's powers, allowing him to don the **Mantle of Tiamat**. If Azlydain succeeds, the Mantle of Tiamat will transform him into being of nearly equal power to the Queen of Dragons herself! The adventurers have been requested by the clerics of the Triad (see below) to join a strike force against Azlydain. Characters should be informed that this is a dangerous mission against the forces of the Nine Hells. Each adventurer that accepts this mission is given a *ring of feather falling* and is asked to attune to it. Allow adventurers the opportunity to make any purchases they can reasonably achieve within an 24-hour period, after which time they will be teleported to Baldur's Gate.

## ADDITIONAL BACKGROUND OPTIONS

### HOME CAMPAIGN.

Use this hook for your existing campaign: The Nine Hells are in revolt! Loyalists of the mighty Tiamat want to install her as the absolute monarch of Hell. Azlydain plans to lead an army of Abishai devils to seize control of the Nine Hells and affirm Tiamat's rulership. With this achieved, the abishai army will begin its conquest of the Prime Material.

## TYRANNY OF DRAGONS.

If the adventurers were successful in the *Tyranny of Dragons* adventure, use this hook: Outraged at the defeat of the Cult of the Dragon and of Tiamat herself, Azlydain plans to lead an army of abishai devils to Tiamat's side and guide her to the Ebon Corridor. There Azlydain, Tiamat, and their armies will begin their conquest of the Prime Material.

## DESCENT INTO AVERNUS.

The recent events in Avernus have caused some of the Nine Hells' inhabitants to seek leadership they can trust. Azlydain plans to lead an army of abishai devils in Tiamat's name and establish a new dynasty where draconic devils rule over the Nine Hells.

## CAPSTONE CRUSADE.

The good-aligned gods have learned that Tiamat plans to attack the Prime Material! The forces of good are rallying to prevent this. Through powerful divinations, they have discovered a demiplane acting as a wormhole between the Prime Material and Avernus. This ancient tunnel, known as the Ebon Corridor, leads directly to a temple sacred to Tiamat. Her loyalist Azlydain and his growing army of abishai devils will guide Tiamat to the Ebon Corridor and join her in conquest! To aid Tiamat in her all out attack, Azlydain is undertaking a powerful ritual to transform himself into a being of titanic might. Only the most powerful heroes can hope to stop this apocalyptic plan!

# Special Rules

## HIGH FLYERS.

Aerial and mounted combat figure heavily in this adventure. Each adventurer is given a powerful mount to aid their descent through the Ebon Corridor. To learn more about these mounts, refer to **Appendix B**. Special rules and variations for aerial combat and mounted combat are included in **Appendix C**.

## OPTIONAL RULES: INFERNAL MODE

If the DM and players agree to an additional challenge, **Infernal mode** allows for increased difficulty. The DM is free to switch between regular mode and Infernal mode as desired to increase or decrease the challenge. If the DM chooses to use Infernal mode, it is best to begin in standard mode to gauge relative difficulty and adventurer response to an already difficult adventure. Caution is warranted when using Infernal mode, particularly if players are using cherished characters they have nurtured from level 1.

## NOTE ON SETTING: FORGOTTEN REALMS

Although suitable for nearly any fantasy world, this adventure is written with the **Forgotten Realms** setting in mind. The deities referred to in Act 1 are

- Ilmater:** god of endurance  
**Tyr:** god of law and justice  
**Torm:** god of courage and self-sacrifice

Together these three gods form "the Triad".

**Tiamat** and **Bahamut** are lesser deities in **Dungeons & Dragons** lore and exist in the multiverse of most published D&D settings.

# Act 1: The World Shudders

## SCENE I: "BEHOLD, THE CORRIDOR!"

Arriving at Ilmater's Shrine of Suffering in Baldur's Gate, the adventurers are hastily greeted by the high priests of Torm, Tyr, and Ilmater. These clerics of the Triad are focused on the danger that imperils the world. They have little time to mince words. To learn more about these three clerics, see sidebar: **Clerics of the Triad**.

When ready, read or paraphrase the following:

Eerie bolts of chromatic lightning rend the sky as ear-shattering thunder resounds above Baldur's Gate. Cries of terror issue upward from the terrified citizens as you and three powerful clerics look on.

Gazing skyward, the Pontiff of Torm, Barritar IV, speaks, *"Tiamat's disciples shake the pillars of the world. We must meet this challenge!"*

Voridon, high priest of Tyr crosses his arms and looks to you, *"We are glad you have come, but there is little time for pleasantries. Loyalists of Tiamat have begun a powerful ritual intended to make her monarch of the Nine Hells! Azyldain, a pit fiend of great power, leads this insurgency and has already begun a potent ritual. We have but one chance to keep him from destroying the balance between the Lower Planes and the Prime Material."*

Nodding solemnly at Voridon's words, Valtaya, Enduring Servant of Ilmater, turns to you, *"We have discovered an ancient demiplane made for Tiamat's conquest of our world. It is called 'The Ebon Corridor'. We three can force it open for eight hours, but it is your task to enter, descend its treacherous depths, and slay Azyldain. You will face the Nine Hell's most fearsome denizens, but you will not make this descent alone!"*

Emerging from a ring of fire in the sky, golden-winged creatures soar toward you. Each has the head and wings of a peregrine falcon, the claws of a lion, and the hindquarters of an ox. These majestic creatures alight gracefully, then raise their voices in a soul-affirming roar! Burning platinum halos hover above their heads, and a curious figure-eight shaped pendant hangs around their necks.

Voridon bows in greeting to the creatures then speaks, *"These are the shedugryphs; temple guardians of Bahamut from the plane of Mount Celestia. They are sworn to serve you as unwavering allies."*

Immediately, their platinum halos vanish then reappear over your heads. *"Chose a mount. The halo will link you two telepathically. If you are parted, your shedugryph will teleport to you without error."*

Valtaya nods, *"The Ebon Corridor is twenty-four miles long. The shedugryphs can fly without becoming fatigued, but do not delay! Around each of their necks is a sandglass counting down to the ritual's completion; merely grasp it to know how much time remains. As of now we have but four-and-a-half hours."*

Barritar nods then looks to each of you, *"We must make haste. Have you any questions before we open the Ebon Corridor?"*

## DEVELOPMENT

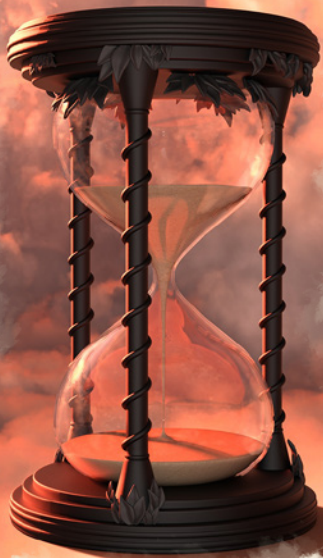
The three clerics have provided the adventurers the most pertinent information. They can add the following if asked:

- Azyldain's ritual came as a total surprise and was only discovered once it began.
- If the ritual is completed, Azyldain can still be defeated, but it will be more difficult to do so.
- Everything the clerics have learned was done through exhaustive divination magic.
- The **shedugryphs** (see **Appendix B**) fly 8 miles per hour and can get the adventurers to the end of the Ebon Corridor in three hours, however combat and exploration will add at least 30 minutes to this journey.
- It seems the Ebon Corridor sprung into existence at the ritual's commencement.
- The Ebon Corridor leads to a huge cavern sacred to Tiamat within Avernus. It is rumoured to be a storehouse of treasure long forgotten.
- **Special:** remind adventurers that at least 24 hours ago they were each given a *ring of feather falling*.
- **Special:** The clerics provide **each** adventurer with two *potions of superior healing* (8d4 +8). The clerics also remind the adventurers that the shedugryphs have innate healing abilities and advise the adventurers to speak with the shedugryphs to learn more.

Raising their hands, the three high priests speak powerful divine words. With a blast of wind, an enormous portal opens directly above the city.

*"Behold, the Corridor!"* Barritor shouts. *"Fly now, champions, and save us all! The fate of this world, and perhaps all others, is now yours to bear!"*

**LORE NOTE: HOURGLASSES IN FAERÛN**  
Hourglasses are called "sandglasses" in the **Forgotten Realms** setting. The Adamant Hourglass was named by beings not native to Faerûn.



## THE EBON CORRIDOR

The Ebon Corridor is 120 feet in diameter. When the adventurers enter the Ebon Corridor, they immediately feel they are descending even though the Corridor is situated above Baldur's Gate. This topsy-turvy sensation is due to the gravitational orientation of the Ebon Corridor demiplane.



**CLERICS OF THE TRIAD**  
**Valtaya:** Known as the Enduring Servant of Ilmater, this middle-aged woman from Amn epitomizes compassion and patience.  
**Voridon:** Known as "Keeper of the Balance" of Tyr's church, Voridon is a middle-aged man from Cormyr. He is stern and keen-eyed.  
**Barritar IV:** Pontiff of Torm's church, Barritar is insightful, strategic, and wise. This man from Shadowdale is elderly, yet retains a warrior's bearing.

## SACRED MOUNTS

The halos of the **shedugryphs** do not occupy a magical item attunement slot. Each of the shedugryphs has its own personality and varying types of dragon scale mail (outlined in **Appendix B**). Otherwise, they are identical.

### SPECIAL

The telepathic link created by the halo is so perfect that the shedugryphs and their riders act on the same initiative, coordinating telepathically as to who among them (rider or mount) should go first on their initiative turn. Because of this telepathic link, players should be given full statistical information on their shedugryph so they can fully understand the arsenal of abilities these powerful mounts offer.

### NOTE

This adventure is challenging and expects that adventurers and their mounts coordinate effectively to succeed in their mission. The DM is encouraged to learn each of the shedugryph's personalities and roleplay them accordingly, reminding adventurers of the shedugryphs' abilities if necessary.

## SHEDUGRYPHS, FLIGHT AND DISTANCE.

Shedugryphs have a flight speed of 80 feet. They can travel 8 miles per hour. They are tireless and do not become **fatigued** due to travelling over long distances. Shedugryphs can, if necessary, carry two riders; only one rider would benefit from the mount's exotic saddle (**Appendix B**).

If the adventurers move directly down the Ebon Corridor and use their time efficiently without resting, they arrive at the bottom of the Ebon Corridor (see **Hell's Lieutenants** below) in approximately three-and-a-half hours (half-an-hour of which includes carefully negotiating the debris fields within the Ebon Corridor and multiple combats). This leaves one hour before the ritual is completed.

The adventurers are faced with a choice: do they go directly to face Azyldain before the ritual is completed, or do they take a short rest then face Azyldain after the ritual is completed? Both choices are viable. If the adventurers choose to take a short rest they can still slay Azyldain, however his powers will have consolidated (see **Appendix D**).

**Note:** it takes only three hours to fly out from the Ebon Corridor since adventures will be familiar with the location of debris fields and will not have to engage in combat as they escape.







## Act 2: The Descent

### SCENE I: HELL'S SENTINELS

Upon entering the Ebon Corridor, the adventures begin their descent toward Avernus. Read or paraphrase the following:

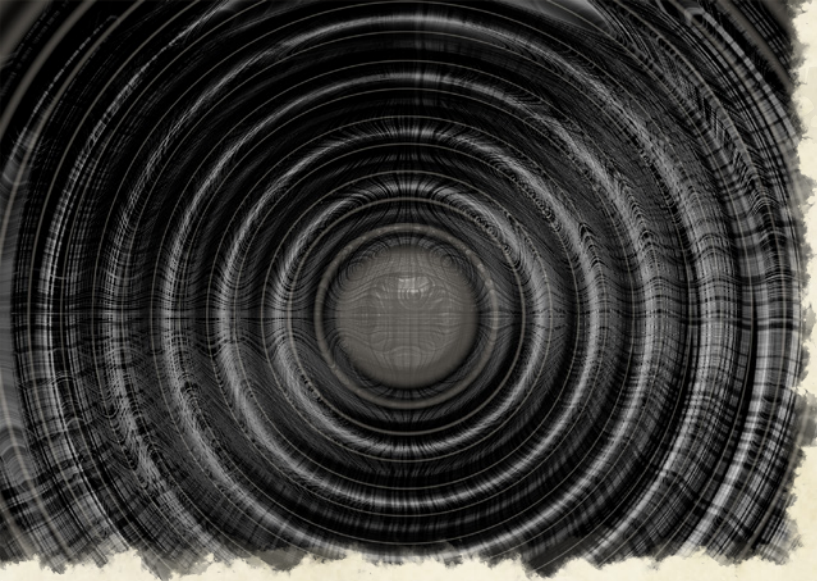
With Baldur's Gate hundreds of feet below, you ascend toward the enormous black gulf looming over the city. The edges of the Ebon Corridor churn like white-capped, black waves; the interior itself is utterly still and dark.

Crossing from the Prime Material into the eerie demiplane, you feel the axis of the cosmos shift. No longer flying upward, you tumble downward! For a horrifying moment, your mounts reel and roar, struggling to regain control. After a brief but unsettling fall, the shedugryphs fly in a wide spiral pattern, each following the next, gliding downward along the edge. The walls of this demiplane are like black, volcanic glass. Occasional veins of quicksilver shimmer and flow behind the surface. The walls are mostly smooth but, occasionally, jutting pieces of sharp, glasslike stone force your mounts to use caution in their descent.

A successful **DC 15 Intelligence (Arcana)** check allows characters to infer that the quicksilver veins are somehow related to magic that manipulates time, and that time itself was somehow important to the construction of the Ebon Corridor.

A successful **DC 20 Intelligence (Arcana)** check allows characters to infer that time is temporarily paused while the Ebon Corridor is shut, but once opened, time flows normally within it.





## THE EBON CORRIDOR: TRAITS

**Gravity:** once within the Ebon Corridor, gravity behaves as on the Prime Material.

**Time:** The Ebon Corridor was forged with powerful time magic (chronomancy). The influence of time is evidenced in the veins of quicksilver-like material within the walls. When the Ebon Corridor is not open, time is paused. Once one end of the Ebon Corridor opens, the other end opens simultaneously. When opened, time resumes and behaves within the Ebon Corridor as it does the Prime Material. When unopened, creatures within the Ebon Corridor are in temporal stasis.

**Shape and Size:** the Ebon Corridor is a 120-foot diameter cylinder. Although covering wide expanses of space and time, the Ebon Corridor behaves like a wormhole, and is effectively only twenty-four miles long. The surface of the Ebon Corridor is similar to volcanic glass - black, sharp, hard, and in places, jagged. Although it can be damaged, the Corridor's outer-walls are three hundred feet thick. In the unlikely event that someone succeeded in breaking through this outer wall, they would find themselves somewhere in the Astral Plane.

**Magic:** behaves as on the Prime Material

**Lighting:** There are no natural light sources in the Ebon Corridor. Lighting (magical or mundane) in the Ebon Corridor behaves as it does on the Prime Material.

**Hazards:** Floating debris fields of volcanic glass, (pieces ranging in size from dust motes to 15-feet across) float throughout the Ebon Corridor. Though easily spotted and flown around, the debris fields make rapid descent inadvisable. Further, falling or diving into a debris field causes considerable harm to a character.

**Note:** The DM can use discretion about where these debris fields are located in the Ebon Corridor; their chief purpose is to keep adventurers from diving heedlessly into the depths, but these fields should not be used punitively for accidental falls.

### Key Locations in the Ebon Corridor:

**1 mile from opening:** Foundation of sentry post

**2 miles from opening:** First floor of Adamant Hourglass

**24 Miles from opening:** *Prismatic wall* spell.

## A MILE OF NOTHINGNESS

There is virtually nothing in the Ebon Corridor for the first mile. This time of relative calm is an opportunity for the DM to advise players of the dangerous random debris fields (see **The Ebon Corridor: Traits** left). This is also an opportunity for adventurers to communicate and roleplay with their shedugryph allies to learn about their personalities and abilities.

## OUTER SENTRIES: TEST OF AGILITY

After flying for a mile (seven-and-a-half minutes) through the eerie silence of the Ebon Corridor, the adventures arrive at their first encounter.

This encounter includes complex aerial combat. Rules for tracking characters' relative locations in three-dimensions are explained in **Appendix C** where the concept of a "reference disc" is explained. A reference disc is a useful tool for tracking elevation; it establishes a specific point as **zero feet in elevation**, thereby standardizing all other vertical elevations for combatants.

### REFERENCE DISC

Use the foundation of the sentry post (see **next page**) as the reference disc for this encounter. The foes begin at a relative elevation of zero feet since they begin at the reference disc (the foundation of the sentry post).

### Encounter: Hell's Sentinels, Medium

# of Adventurers	# of foes
4	four nightmares (MM p. 235), four barbed devils (MM p. 70)
5	five nightmares (MM p. 235), five barbed devils (MM p. 70)
6	six nightmares (MM p. 235), six barbed devils (MM p. 70)

### Capstone: Hell's Sentinels, Medium

# of Adventurers	# of foes
4	Two erinyes (MM p. 73)
5	Two erinyes (MM p. 73), one nightmare (MM p. 235), one barbed devil (MM p. 70)
6	Four erinyes (MM p. 73)

### Encounter: Hell's Sentinels, Infernal mode

# of Adventurers	# of foes
4	Two erinyes (MM p. 73), one nightmare (MM p. 235), one barbed devil (MM p. 70)
5	Two erinyes (MM p. 73), two nightmares (MM p. 235), two barbed devils (MM p. 70)
6	Four erinyes (MM p. 73), one nightmare (MM p. 235), one barbed devil (MM p. 70)

### Capstone: Hell's Sentinels, Infernal mode

# of Adventurers	# of foes
4	Two erinyes (MM p. 73), two nightmares (MM p. 235), two barbed devils (MM p. 70)
5	Three erinyes (MM p. 73), one nightmare (MM p. 235), one barbed devil (MM p. 70)
6	Six erinyes (MM p. 73)

### DM TIP

This encounter introduces adventurers to the mechanics of aerial, mounted combat.

### TACTICS

Barbed devils are mounted on nightmares. Erinyes fly and do not require mounts. If feasible, the devils in this encounter wait for adventurers to come nearer to the layer of opaque fog allowing the devils to fly into or through this fog to confuse and isolate adventurers. Additionally these devils will hide in the opaque fog to avoid being targeted by ranged attacks. Any creature within the opaque fog is **heavily obscured**.

### LIGHT SOURCES AT DISTANCE

Light sources cast specific radii, allowing wielders a listed amount of bright light to see by. Light sources can be seen by others at an effectively unlimited range. Therefore, essentially any light source used by an adventurer can be seen from any distance within the Ebon Corridor unless blocked or concealed.

### TREASURE

Adventurers find only the equipment of their defeated enemies (unless the equipment fell down, in which case it is on the *dome of force* covering the first floor of the Adamant Hourglass (see below). The sentry post is empty. Since the Ebon Corridor is unaffected by time when closed, the inhabitants had no need for personal items.

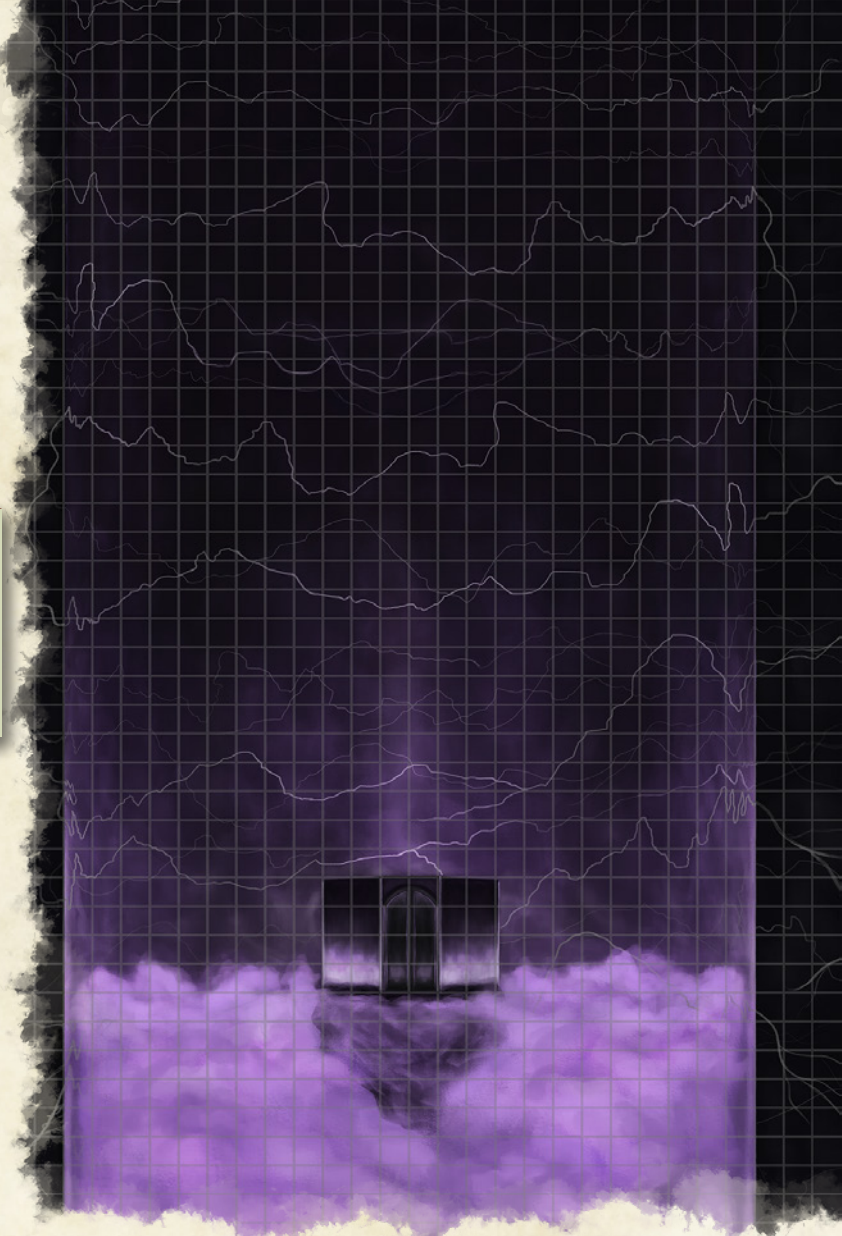
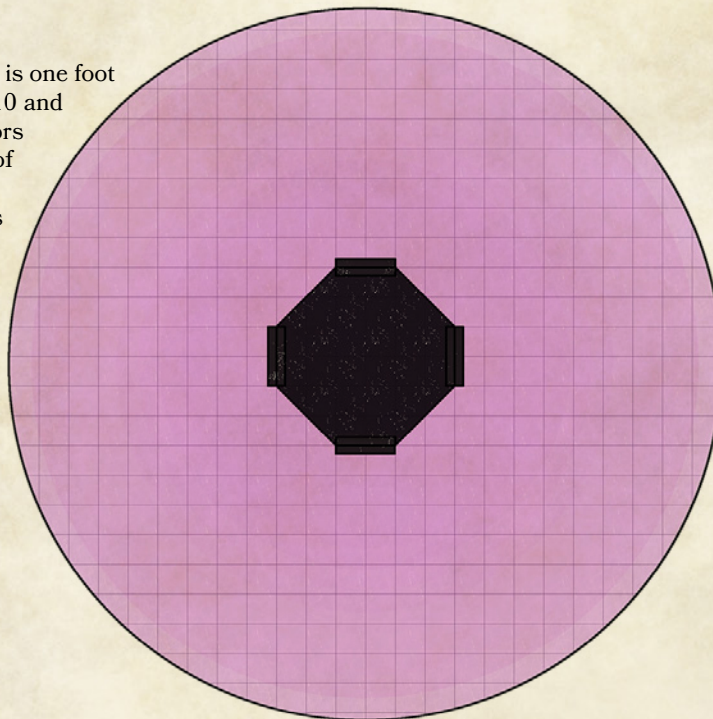
### TACTICAL MAP

The sentry post is an octagonal building made of transparent stone allowing inhabitants to see outwards at all times. The walls of the sentry post are twenty-feet high.

A layer of magical, opaque fog begins at the foundation of the sentry post. The opaque fog is a cylinder 120 feet in diameter, and 40 feet in height. Anything within the opaque fog is **heavily obscured**.

### DEVELOPMENT

The magical glass of the sentry post is one foot thick and has damage threshold of 10 and 25 hit points per cubic foot. The doors can be locked from the inside. One of the erinyes or barbed devils carries the key. Bypassing the lock requires a successful **DC 15 Dexterity (Thieves' Tools)** check. The doors can be forced open through a successful **DC 25 Strength** check.



## SCENE II:

### THE ADAMANT HOURGLASS

The Adamant Hourglass is a strange and dangerous fortification within the Ebon Corridor.

#### FIRST FLOOR: FORCEFUL GUARDIANS

After flying for a second mile, the adventurers arrive above the first floor of the Adamant Hourglass.

#### REFERENCE DISC

The water-covered floor of this level is treated as being a relative elevation of zero-feet during this encounter.

Once the adventurers move beyond the magical fog of the first encounter, **Outer Sentries** (see above), they can see a checkerboard of glowing, red force prisms one mile below. They also see a shimmering purple dome (the *dome of invulnerability* see below). When ready, read or paraphrase the following:

Ahead, you see that the entire diameter of the Ebon Corridor is blocked. Emerging from the darkness is a shimmering purple dome. Below that, is a glowing checkerboard of red light. And below that, is a circular floor covered in dark water. Infernal figures take cover beneath the glowing red prisms. At the floor's center, water tumbles downward like a small waterfall through a ten-by-ten foot opening.

The first floor of the Adamant Hourglass is 120 feet in diameter. Floating 15 feet above its surface are a number of 10-by-10-by-5 foot translucent rectangular force prisms. These prisms glow with a red nimbus of light that surrounds a white hot globe at their centre. These prisms are capable of exploding into flames if landed upon (see below).

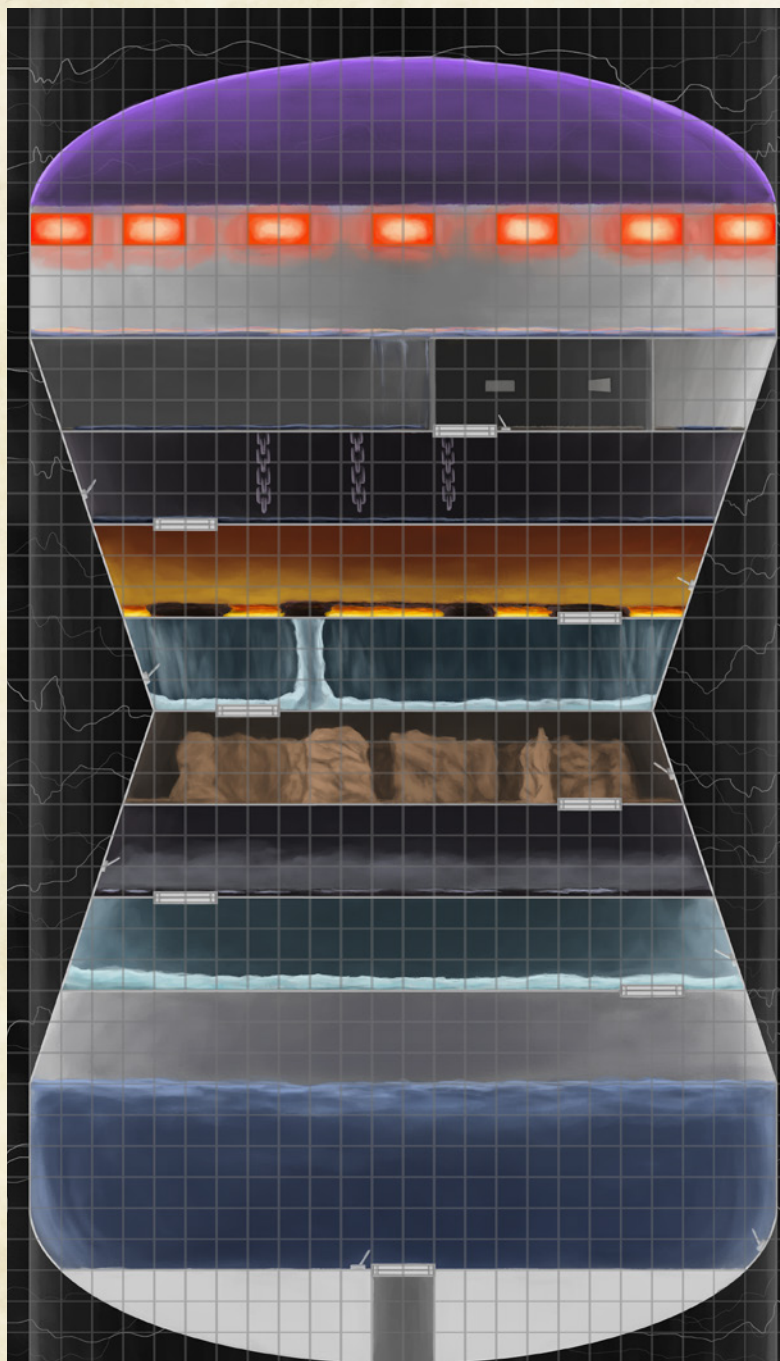
There are two magical hemispheres in effect on this floor. The first is a *hemisphere of invulnerability*. Its diameter is 120 feet, and its height is 45 feet from the floor. Other than its hemispherical dimensions, this spell behaves identically to the *globe of invulnerability* spell. This dome blocks spells of level 8 or lower.

The second is a *hemisphere of force* with a diameter of 120 feet, located directly below the *hemisphere of invulnerability*. It is 45 feet in height. Other than its hemispherical dimensions, this spell behaves identically to the *wall of force* spell.

#### FORCE PRISMS

These 10-by-10-by-5 foot prisms of force were created by multiple uses of the *wall of force* spell. They can provide cover. Each force prism is a magical trap. If a prism is landed upon, there is a 25% chance it will destabilize and burst into a cylinder of flame ten feet in diameter, and 10 feet in height. Each explosion causes 8d6 fire damage. A successful **DC 20 Dexterity** saving throw halves this damage. Upon exploding, the force prism is destroyed.

The water flowing around the 10-by-10 foot opening is from the River Styx. A small portal to the River Styx on Avernus is opened onto this floor. See **The River Styx** below. Adventurers can identify this as water from the River Styx with a successful **DC 10 Intelligence (Arcana)** check.



#### NOTE

The tactical battle map for this floor has a large black square indicating the opening to the floor below. DMs should be aware there is a force platform above that black square, however it could not be pictured, otherwise the entrance to the floor would be blocked from view.

## A MODEL HELL

### Features of the Adamant Hourglass

**Diameter:** Varies. 120 feet at maximum.

**Material:** Entirely made of Adamantine.

**Height:** (including magical domes on first floor) 210 feet.

**Floor height:** Varies

**Lighting:** Varies

**Spell Effects:** A successful **DC 22** is required to *dispel* any spells or spell-like features of the Adamant Hourglass.

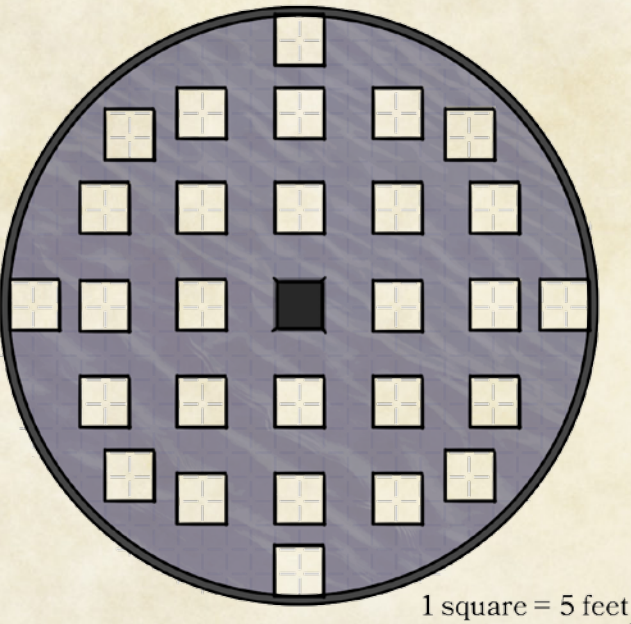
**Materials:** The adamantine walls and sliding doors have a damage threshold of 60. Each five-by-five, one-foot-thick section of adamantine has 60 hit points and is resistant to all types of damage. Walls and doors are one-foot-thick.

Closed sliding doors within the Adamant Hourglass can be opened by a successful **DC 25 Dexterity (Thieves' Tools)** check.

**Traversing Levels:** Each level of the Adamant Hourglass has a ten-by-ten-foot opening covered by a sliding, adamantine door. These doors can be opened or closed via levers. Doors to each floor are always considered closed (except for the first floor). Each entrance to the next level is under the effect of several spells. A one-inch-thick, 10-by-10-foot *silence* spell is positioned below a one-inch-thick 10-by-10-foot *darkness* spell. These spells spread across the entranceways between levels. Creatures can simply pass through opened entryways from level to level. However, inhabitants of the Adamant Hourglass incapable of flight traverse the fortress by activating modified *feather fall/levitate* spell effects, note that the *feather fall/levitate* effects do not exist between the eight and ninth floor. A creature aware of these effects can stand adjacent to any affected entranceway and mentally will the relevant spell effect to begin operation, allowing them to ascend or descend as desired. A *detect magic* spell cast on such 10-by-10-by-15 foot spaces below each entryway reveals a powerful transmutation aura. A **DC 15 Intelligence (Arcana)** check allows a character to determine how to operate these spell effects. If a character does not issue a mental command to rise or fall, the spells are not activated. Only one or the other effect can be activated at any given time. The desired spell remains active for one round.



## First Floor - Forceful Guardians



### Encounter, Devil Defenders, Medium

# of Adventurers	# of devils
4	Two <b>bone devils</b> (MM p. 71), one <b>cambion</b> (MM p. 36)
5	Two <b>bone devils</b> (MM p. 71), three <b>cambions</b> (MM p. 36)
6	Three <b>bone devils</b> (MM p. 71), three <b>cambions</b> (MM p. 36)

### Capstone, Devil Defenders, Medium

# of Adventurers	# of devils
4	Three <b>bone devils</b> (MM p. 71), one <b>cambion</b> (MM p. 36)
5	Three <b>bone devils</b> (MM p. 71), three <b>cambions</b> (MM p. 36)
6	Three <b>bone devils</b> (MM p. 71), three <b>cambions</b> (MM p. 36), one <b>chain devil</b> (MM p. 72)

### Encounter, Devil Defenders, Infernal mode

# of Adventurers	# of devils
4	Three <b>bone devils</b> (MM p. 71)
5	Four <b>bone devils</b> (MM p. 71)
6	Six <b>bone devils</b> (MM p. 71)

### Capstone, Devil Defenders, Infernal mode

# of Adventurers	# of devils
4	Five <b>bone devils</b> (MM p. 71)
5	Six <b>bone devils</b> (MM p. 71)
6	Seven <b>bone devils</b> (MM p. 71)

### TACTICS

The bone devils and cambion(s) know that the magical hemispheres above protect them. They attack any adventurers that find a way beyond those hemispheres. The bone devils and cambion(s) use the force prisms as cover when feasible.

### TREASURE

These devils have only their weapons and equipment.

### DEVELOPMENT

The 10-by-10 foot entryway to the next floor is the only apparent mode of ingress. Adventurers that explore this floor will determine that it is made of adamantium. Adventurers wishing to locate the source of the River Styx water will find a six-inch square portal to the River Styx leading to a location of your choice in Avernus.

### THE RIVER STYX

This river famously flows through many of the Lower Planes. The water in the Adamant Hourglass is linked to the true River Styx. The water bubbles with grease and the putrid remains of creatures slain long ago. Those who taste this water must make a successful **DC 15 Intelligence** saving throw or suffer total amnesia. Treat the victim as if feebleminded (per the *feeblemind* spell). Even those who make their saves lose all memory of events for the last 8 hours. Prepared spells remain in memory although the victim might not realize they're prepared.

## SECOND FLOOR: DRAGONIC BREATH

Once the adventurers enter the second floor, read or paraphrase the following:

Magical lights of various hues glow and vanish around the corner of the tunnel ahead. The hallway is filled with strange scents that assault your senses. The water from above flows preternaturally onward, creating a rivulet running through the hall.

### DM TIP

The Styx water is shallow and does not impede movement.

This floor of the Adamant Hourglass is filled with automated magical defenses called spell cannons that mimic dragon breath. The DM is given the option to use the **Standard Order of Dragon Breath** (below), or to roll randomly to determine the breath type and shape. The spell cannons fire through 5-foot square arrow slits situated in the middle of the 15-foot high wall.

### STANDARD ORDER OF DRAGON BREATH:

#### 1st

*Black Dragon Breath, Acid Breath:* 25-foot line, 10 feet wide. Each creature in that line must make a **DC 18 Dexterity** saving throw, taking 54 (12d8) acid damage on a failed save or half as much damage on a successful one.

#### 2nd

*Blue Dragon Breath, lightning Breath:* 25-foot line, 10 feet wide. Each creature in that line must make a **DC 19 Dexterity** saving throw, taking 66 (12d10) lightning damage on a failed save or half as much damage on a successful one.



### 3rd

*Green Dragon breath, Poison Breath:* 25 foot cone. Each creature in that area must make a **DC 18 Constitution** saving throw, taking 56 (16d6) poison damage on a failed save or half that much damage on a successful one.

### 4th

*Red Dragon Breath, Fire Breath:* 25 foot cone. Each creature in that area must make a **DC 21 Dexterity** saving throw, taking 63 (18d6) fire damage on a failed save or half as much damage on a successful one.

### 5th

*White Dragon Breath, Cold breath:* 25-foot cone. Each creature in that area must make a **DC 19 Constitution** saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

#### CAPSTONE ORDERED TABLE:

##### 1st

*Black Dragon Breath, Acid Breath:* 25-foot line, 10 feet wide. Each creature in that line must make a **DC 22 Dexterity** saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

##### 2nd

*Blue Dragon Breath, lightning Breath:* 25-foot line, 10 feet wide. Each creature in that line must make a **DC 22 Dexterity** saving throw, taking 88 (16d10) lightning damage on a failed save or half as much damage on a successful one.

### 3rd

*Green Dragon breath, Poison Breath:* 25 foot cone. Each creature in that area must make a **DC 22 Constitution** saving throw, taking 77 (22d6) poison damage on a failed save, or half that much damage on a successful one.

### 4th

*Red Dragon Breath, Fire Breath:* 25 foot cone. Each creature in that area must make a **DC 22 Dexterity** saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

### 5th

*White Dragon Breath, Cold breath:* 25-foot cone. Each creature in that area must make a **DC 22 Constitution** saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

For DMs desiring a less predictable encounter, each of the cannons are capable of randomly switching between the five types of breath weapons once per round. If the DM implements this random order, roll a percentile die for all cannons once per round and continue to do so for every turn thereafter.

#### Random Table

Percentile rolled	Breath Weapon
01-20%	Black Dragon Breath
21-40%	Blue Dragon Breath
41-60%	Green Dragon Breath
61-80%	Red Dragon Breath
81-100%	White Dragon Breath



### DETERMINING BREATH WEAPON EFFECT

Once the Ebon Corridor is opened, the spell cannons activate immediately. Although mimicking dragon's breath, these spell cannons recharge more easily. After being activated, each spell cannon has a recharge (3-4) on a 1d4; roll recharge for each spell cannon each round.

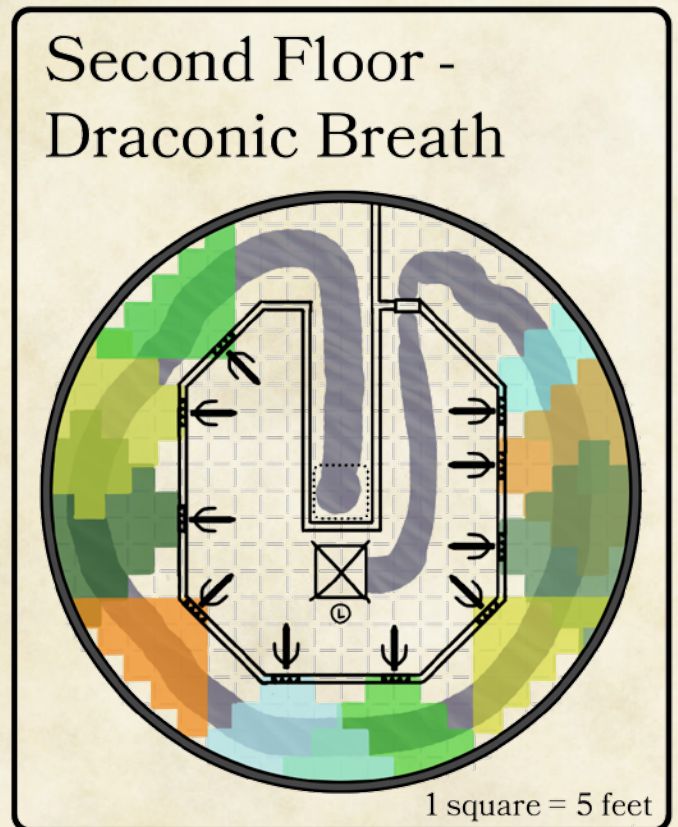
The spell cannons activate on initiative 1. Have adventurers roll initiative then proceed. When movement is complete, any creatures within a zone designated to a specific, active spell cannon must make the appropriate saving throw. If the spell cannon(s) fires and affects an adventurer, roll saving throws and apply damage normally.

### DISABLING THE TRAPS

Adventurers can attempt to disable each of the spell cannons from the outer hallway. This can be done on a successful **DC 25 Dexterity (Thieves' Tools)** check. If a check fails by 5, a secondary spell effect occurs: Every spell cannon simultaneously releases a fifth level *cloudkill* spell that lingers on this floor for six rounds. This secondary trap only occurs once.

### NOTE

The tactical map for this floor is color-coded to the standard order of dragon breath (above). For DM convenience, the tactical map shows most breath weapons as 25-foot cones (in the event the DM opts to use the random table). The final spell canon illustrates an example of a 10-foot wide line for DM reference.





### DESTROYING THE SPELL CANNONS

Inside each spell cannon is a wheel with five fist-sized crystals. The colors of the crystals are the same as the chromatic dragons. If the DM used the random setting for this battle, the wheels turn to determine breath weapon type, otherwise, each spell cannon is set to the standard order of dragon breath above. Adventurers wishing to take these crystals must first disable or destroy the relevant spell cannon (see below). These chromatic crystal shards are powerful magical items that, if researched and prepared carefully, can be used as reagents in creating magical items. Each crystal is immensely rare and fetches 1000 gp. The spell cannons can be accessed through the door at the end of the tunnel. Adventurers can disable the spell cannons more easily from within the U-shaped room. Disabling the spell cannons from inside the room is much easier than from the outer hallway and only requires a successful **DC 15 Dexterity (Thieves' Tools)** check. Failing by five or more still activates the *cloudkill* trap (see above). Alternatively, the adventurers can attempt to destroy the crystals (AC 20, HP 10) or destroy the adamantine cannons: (AC 23 Hit Points: 40)

These chromatic crystals are flawed versions of the same material used by Azyldain in the Star Chamber of the Chromatic Temple below. These flawed crystals cannot be used in a ritual similar to the one Azyldain is undertaking.

### DEVELOPMENT

The shedugryphs can squeeze through the 5-foot doorway. The way down is covered by a 10-by-10 foot adamantium sliding door. A lever (indicated by "L" on the tactical map) operates the sliding door. Operating the lever requires an action.

### THIRD FLOOR: ACID AND CHAINS

The third floor of the Adamant Hourglass is covered in ankle-high Styx water and is inhabited by chain devils.

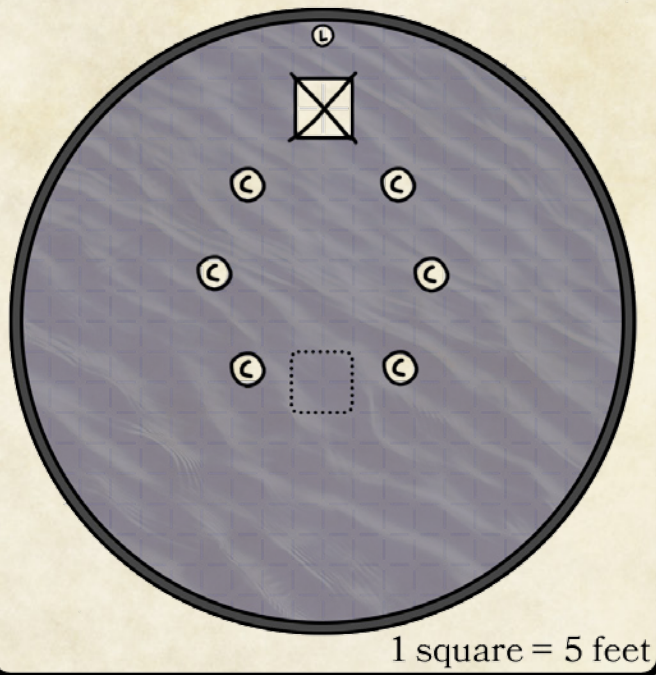
### DM TIP

The Styx water is shallow and does not impede movement.

When ready, read or paraphrase the following:

Ankle-deep water covers the entire floor of this circular room. Bolts of lightning spark randomly among the roiling green clouds at the chamber's upper reaches. Six chains with links as thick as an adult human's forearm hang from the ceiling.

## Third Floor - Acid and Chains



This room is 15 feet high. Covering the top 5 feet of the room is a poisonous cloud. Any character that begins or ends its turn touching the cloud must make a successful **DC 20 Constitution** saving throw or become poisoned for 2 (1d4) rounds. Additionally, any creature beginning or ending its turn in the upper five feet of the room risks electrical damage (8d6). A successful **DC 15 Dexterity** saving throw halves the damage.

### Encounter: Chain Devils, Medium

# of Adventurers # of chain devils

4	Three chain devils (MM p. 72)
5	Four chain devils (MM p. 72)
6	Five chain devils (MM p. 72)

### Capstone: Chain devils, Medium

# of Adventurers # of chain devils

4	Four chain devils (MM p. 72)
5	Five chain devils (MM p. 72)
6	Six chain devils (MM p. 72)

### Encounter: Chain Devils, Infernal mode

# of Adventurers # of chain devils

4	Four chain devils (MM p. 72)
5	Six chain devils (MM p. 72)
6	Seven chain devils (MM p. 72)

### Capstone: Chain devils, Infernal mode

# of Adventurers # of chain devils

4	Six chain devils (MM p. 72)
5	Six chain devils (MM p. 72)
6	Nine chain devils (MM p. 72)

### TACTICS

The chain devils use their *animate chains* ability to manipulate the 25-foot-long chains hanging from the ceiling to attack the adventurers. The chain devils uses their *unnerving mask* ability to mimic the cries of the loved ones or enemies of the adventurers.

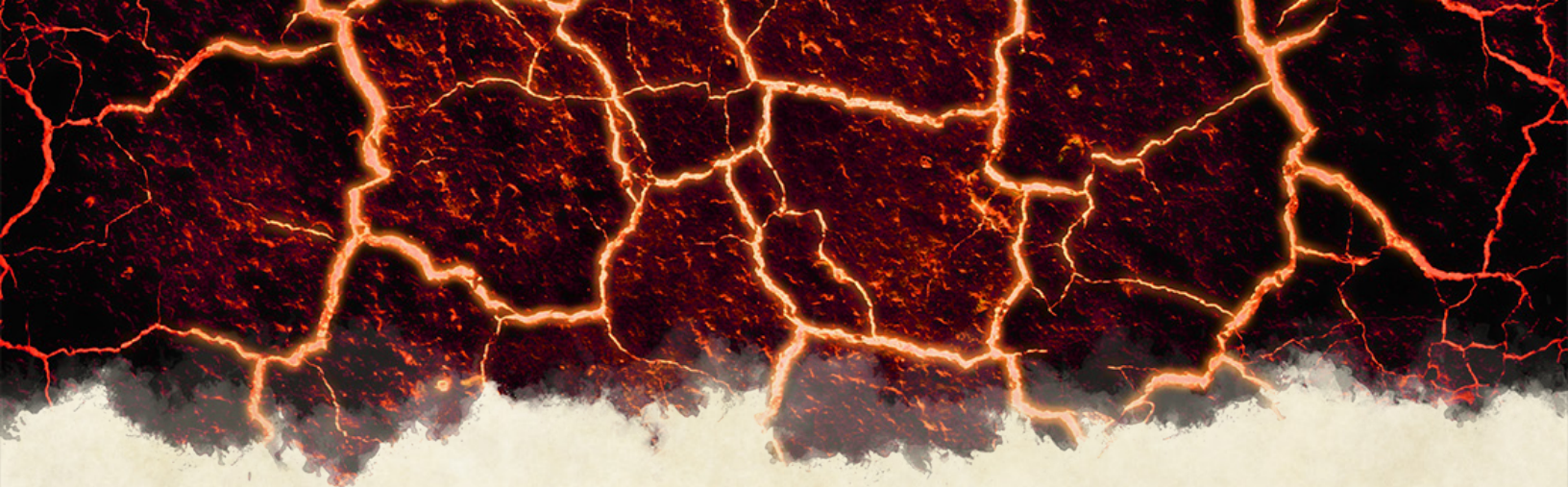
### TREASURE

The chain devils have only their own equipment.

### DEVELOPMENT

A lever on the floor causes the sliding door to withdraw. Water falls through the opening until the room is drained (five rounds later). This falling water does not meaningfully impact creatures standing below. Operating the lever requires an action.





## FOURTH FLOOR: MAGMA DEVILS

This floor is covered in magma bubbling up from tiny portals connected to the elemental plane of fire. Standing within the magma are horned devils. When ready, read or paraphrase the following:

The foul scent of brimstone assails you as you enter this chamber. The entire floor bubbles with bright orange lava. Defying logic, a rivulet of water meanders through. Devils, immune to this dreadful fire, stand stoically at the ready. They brandish their weapons and prepare to meet you in battle.

### Encounter: Horned Devils, Medium

# of Adventurers # of devils

4	Two horned devils (MM p. 74)
5	Two horned devils (MM p. 74), one bearded devil (MM p. 70)
6	Three horned devils (MM p. 74)

### Capstone: Horned Devils, Medium

# of Adventurers # of devils

4	Two horned devils (MM p. 74), one barbed devil (MM p. 70)
5	Two horned devils (MM p. 74), three barbed devils (MM p. 70)
6	Four horned devils (MM p. 74), two barbed devils (MM p. 70)

### Encounter: Horned Devils, Infernal mode

# of Adventurers # of devils

4	Two horned devils (MM p. 74), two barbed devils (MM p. 70)
5	Three horned devils (MM p. 74), one barbed devil (MM p. 70)
6	Five horned devils (MM p. 74), one barbed devil (MM p. 70)

### Capstone: Horned Devils, Infernal mode

# of Adventurers # of devils

4	Three horned devils (MM p. 74), two barbed devils (MM p. 70)
5	Four horned devils (MM p. 74), one barbed devil (MM p. 70)
6	Six horned devils (MM p. 74)

### ENVIRONMENT

The magma provides dim light.

### HAZARD

A creature not immune to fire that stands in the lava takes 6d10 fire damage; a successful DC 15 **Dexterity** saving throw halves the damage.

## Fourth Floor - Magma Devils



1 square = 5 feet

### TACTICS

Horned devils use their *hurl flame* ability or their forks to attack flying creatures. The bearded devils use their glaives to reach flying creatures. Barbed devils use their *hurl flame* ability and may attempt to grapple creatures and drag them into the lava floor for additional fire damage.

### TREASURE

The devils have only their own equipment.

### DEVELOPMENT

On the wall near the 10-by-10 opening in the floor is a lever. Operating the lever causes the sliding door to withdraw. Operating the lever requires an action. The magma does not fall through the opening to the floor below.



## FIFTH FLOOR: ICE AND SNOW

When the adventurers enter the next level, read or paraphrase the following:

A blizzard rages in this frigid chamber, yet the river flows eerily along icy banks. Amid the storm, you perceive an ice devil's alien eyes staring through the snow.

### Encounter: Ice Devils, Easy

# of Adventurers	# of ice devils
4	One ice devil (MM p. 75)
5	One ice devil (MM p. 75)
6	Two ice devils (MM p. 75)

### Capstone: Ice Devils, Easy

# of Adventurers	# of ice devils
4	One ice devil (MM p. 75)
5	One ice devil (MM p. 75), one white abishai (MToF p. 163)
6	Two ice devils (MM p. 75)

### Encounter: Ice Devils, Infernal mode

# of Adventurers	# of ice devils
4	Two ice devils (MM p. 75)
5	Two ice devils (MM p. 75)
6	Three ice devils (MM p. 75)

### Capstone: Ice Devils, Infernal mode

# of Adventurers	# of ice devils
4	Two ice devils (MM p. 75)
5	Two ice devils (MM p. 75), three white abishai (MToF p. 163)
6	Four ice devils (MM p. 75)

### ENVIRONMENT

The snowfall in this room makes everything within it **lightly obscured**.

### TACTICS

The ice devil(s) uses its *wall of ice* ability to trap adventurers within domes, or to otherwise separate or impede adventurers.

## Fifth Floor - Ice and Snow



1 square = 5 feet

### TREASURE

The devil(s) has only its equipment.

### DEVELOPMENT

The walls of this floor are covered in a 9th level *wall of ice* spell. If the *ice wall* is damaged (AC 5, 30 Hit Points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage) and adventurers pass through the frigid air left behind, they receive 8d6 cold damage. A successful **DC 22 Constitution** saving throw halves damage. The entire door to the next level is covered in a *wall of ice* spell. A lever on the floor causes the sliding door to withdraw. Operating the lever requires an action.



### SIXTH FLOOR: METEOR SHOWER

This room is one large hazard for the adventurers to navigate. Roll initiative. The *meteor swarm* effect acts on initiative 20. Meteors, as per the *meteor swarm* spell, constantly fall to the ground. 1d4-1 meteors (minimum 1) fall per round. To determine which quadrant of the floor the meteors impact, roll 1d4; refer to the tactical map to determine which quadrant (1,2,3, or 4) is subject to each meteor.

When ready, read or paraphrase the following:

Winding its serpentine path ahead of you is the omnipresent river. Canyon walls reach to the top of this room. A loud whistling sound pierces the air. Seconds later, an enormous crash shakes the ground beneath your feet. Looking up, you see orange clouds parting; as though from another dimension, a meteor comes hurtling downward!



#### DEVELOPMENT

Each meteor is treated as the *meteor swarm* spell. Characters within the damage radius are damaged as normal. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful **DC 22 Dexterity** saving throw. A creature in the area of more than one fiery burst is affected only once.

#### DEVELOPMENT

A lever on the floor causes the sliding door to withdraw. Operating the lever requires an action.

## Seventh Floor - Realm of the Lost



### SEVENTH FLOOR: REALM OF THE LOST

Unlike the other floors of the Adamant Hourglass, this room does not house physical threats; instead the threats are psychological. When ready, read or paraphrase the following:

This floor is entirely dark. At your feet, you feel the rivulet flowing forward, yet it takes multiple paths ahead. The sounds of weeping and of voices agonized by self-rapprochement echo around you. No two voices are the same; they create a chorus of agony and despair. A clear, elegant voice distinct from the others cries out for help.

There are two powerful spell effects at work on this floor:

Roll initiative. The two spells in this room activate on an initiative of 20.

On the first round, a *maddening darkness* spell activates at the centre of the room.

On the second round a 4th level *phantasmal killer* spell activates.

Adventurers and their mounts must succeed at a **DC 22 Wisdom** saving throw against each of the spells' effects.

The duration of the *maddening darkness* and *phantasmal killer* spells are one round each. Once each spell's duration has elapsed the spells end and reset after an hour.

#### INFERNAL MODE

The durations of the *maddening darkness* and *phantasmal killer* spells are 1d4 rounds each.



#### DEVELOPMENT

A lever on the floor causes the sliding door to withdraw. Operating the lever requires an action.

#### SPECIAL

There is an opportunity for adventurers to earn the equivalent of a short rest without having to spend an hour. Within the **Seventh Floor - Realm of the Lost** is a unique magical item.

#### EPISTLE FROM HELL

Finding anything in the Realm of the Lost is extremely difficult. Finding the *Epistle from Hell* requires a successful **DC 20 Wisdom (Perception)** check.

#### NOTE

Any character that failed the saving throw against the *maddening darkness* spell adds 5 to the Wisdom (Perception) DC of this check. Any character that failed the saving throw against the *phantasmal killer* spell adds 5 to the Wisdom (Perception) DC. These failures are cumulative (failing one saving throw increases the DC to 25, failing both saving throws increases the DC 30). These penalties to Wisdom (Perception) only apply while in the **Seventh Floor - Realm of the Lost**, and only when searching or using Wisdom (Perception).

The *Epistle from Hell* is a powerful, unique magic item. For details on its powers, use, and cost, refer to **Appendix E**.

#### SPECIAL

If adventurers attempt to use the tiny gate created by Acindra (see **Appendix E**) to enter Maladomini (perhaps by employing the *gaseous form* spell), inform them that the gate is unstable and cannot be traversed at this time. A successful **DC 15 Intelligence (Arcana)** check reveals that with study and the appropriate application of spells, this gate could be stabilized in the future.



## EIGHTH FLOOR: ARCTIC ASSAULT

When the adventurers are ready, read or paraphrase the following:

Wending its way through the sleet-covered floor of this chamber, the river continues maddeningly onward. This large room is obscured by snow and sleet. Through the curtain of white, you see what appear to be draconic shapes.

This room is under the permanent effect of a *sleet storm* spell, though it can be dispelled (DC 22).

### Encounter: White Dragons, Medium

# of Adventurers	# white dragons
4	Four <b>young white dragons</b> (MM p. 101)
5	One <b>adult white dragon</b> (MM p. 101), two <b>young white dragons</b> (MM p. 101)
6	One <b>adult white dragon</b> (MM p. 101), three <b>young white dragons</b> (MM p. 101)

### Capstone: White Dragons, Medium

# of Adventurers	# of white dragons
4	One <b>adult white dragon</b> , two <b>young white dragons</b>
5	One <b>adult white dragon</b> , three <b>young white dragons</b>
6	Two <b>adult white dragons</b> , two <b>young white dragons</b>

### Encounter: White Dragons, Infernal mode

# of Adventurers	# white dragons
4	Two <b>adult white dragons</b> (MM p. 101)
5	Two <b>adult white dragons</b> (MM p. 101), one <b>young white dragon</b> (MM p. 101)
6	Three <b>adult white dragons</b> (MM p. 101)

### Capstone: white dragons, Infernal mode

# of Adventurers	# of white dragons
4	Two <b>adult white dragons</b> (MM p. 101)
5	Three <b>adult white dragons</b> (MM p. 101)
6	Four <b>adult white dragons</b> (MM p. 101)

#### TACTICS

The white dragons fly when possible, attempting to use their breath weapon and melee attacks.

#### DEVELOPMENT

A lever on the floor causes the sliding door to withdraw. Operating the lever requires an action.

## Eighth Floor - Arctic Assault

1 square = 5 feet



### NINTH FLOOR: DRAGONS OF THE STYX

The ninth floor of the Adamant Hourglass differs substantially from the others because it is not merely a circular room with 15-foot high walls. A 15-foot shaft opens beneath the 10-by-10 sliding door that leads outside to the Ebon Corridor. Once the door from the 8th floor is closed behind the adventurers (see below), portals connected to the River Styx open and begin to fill this chamber with water at a prescribed rate (see below). Finally, if the door downward to the outside is opened, all characters in the water must swim or get ejected into the Ebon Corridor. Characters must make a successful **DC 20 Strength (Athletics)** check to swim against the undertow or else be ejected into the Ebon Corridor and begin falling. If characters begin falling, a successful **DC 20 Strength (Athletics)** check allows flying characters to stop their descent 60 feet below the bottom of the Adamant Hourglass. On a failed check, flying creatures fall 500 feet per second. At the end of each 500 foot descent, allow flying creatures to make another **DC 20 Strength (Athletics)** check. It is likely flying creatures will eventually succeed on this saving throw before reaching the end of the Ebon Corridor nearly 22 miles below. Flying creatures that failed their Strength saving throws will likely be far from their allies.

#### SPECIAL

If a character continues to fail their saving throws, or if they are *feather falling* without an ability to halt their descent, determine their exact position in the Ebon Corridor and compare their location with the location of the force cubes in the **Hell's Lieutenants** encounter (below). If a falling character is above the location of a force cube, they land on that cube. If not, they continue toward the *prismatic wall*. See **Hell's Lieutenants** for further details.

#### REFERENCE DISC

In the event of aerial combat below the Adamant Hourglass, use the lowest point of the bottom of the Adamant Hourglass as the reference disc. References to vertical distances will likely be "below" the disc in such a case.





When the adventurers enter the ninth floor read or paraphrase the following:

The door to the floor above slams shut as the sound of rushing water fills your ears. Noxious water pours from portals along the upper edges of this enormous chamber. Below you is a monstrous hemisphere, three-quarters full and reminiscent of a vile lake. Shadowy, winged figures swim beneath the surface.

#### CHARACTERISTICS OF THE NINTH FLOOR

**Diameter.** 120 feet at maximum.

**Height.** 45 feet from top to bottom (60 feet if including fifteen-foot passage leading toward to the Ebon Corridor).

**Floor.** The floor is flat at the bottom of this chamber.

**Water.** This room is 30 feet deep in Styx water when the adventurers arrive.

**Portals.** Several portals line the upper five feet of this room. Styx water pours in through those portals.

**Levers.** There are two levers in this room. The first lever opens or closes the door to the 8th floor (see **special** note below). One of the dragons operates this lever once they detect the adventurers. The second lever (nearest the sliding door on the bottom of the floor) activates the door downward, opening to the Ebon Corridor. Activating this lever causes all the water and inhabitants to make a **DC 20 Strength (Athletics)** check to swim against the undertow or else be ejected into the Ebon Corridor and begin falling (see above).

#### SPECIAL

The lever used to close the sliding door to the 8th floor operates all doors above as well. When this lever is used, all doors on floors 2 through 8 simultaneously open or close accordingly. Adventurers can determine this through a successful **DC 10 Intelligence (Investigation)** check.

#### Encounter: Submerged Dragons, Hard

# of Adventurers # of Dragons

4 One **adult green dragon** (MM p. 94),  
one **young green dragon**(MM p. 94)

5 One **ancient green dragon**(MM p. 93)

6 One **ancient green dragon** (MM p. 93),  
one **adult green dragon** (MM p. 94)

#### Capstone: Submerged Dragons, Hard

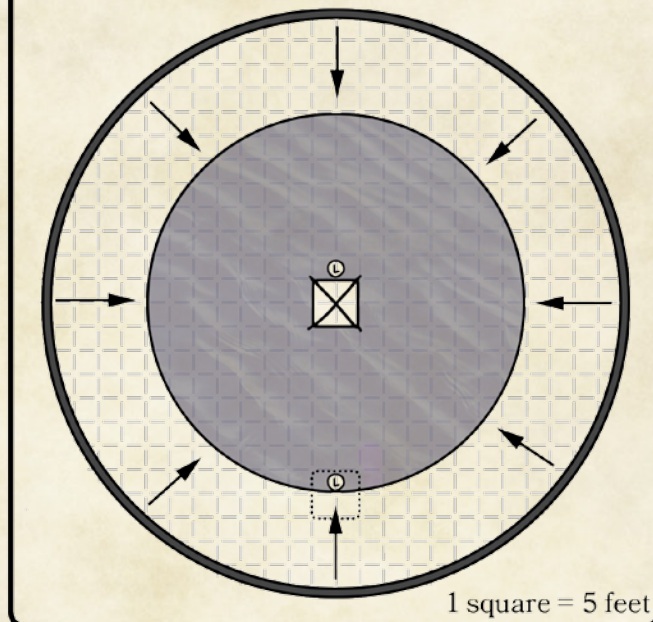
# of Adventurers # of Dragons

4 One **ancient green dragon** (MM p. 93)

5 One **ancient green dragon** (MM p. 93),  
one **green dragon wyrmling** (MM p. 95)

6 One **ancient green** (MM p. 93) **dragon**,  
one **adult green dragon** (MM p. 94)

## Ninth Floor - Dragons of the Styx



#### INFERNAL MODE

If the sliding door to the Ebon Corridor is opened, inhabitants must make a successful **DC 25 Strength (Athletics)** check or else be ejected into the Ebon Corridor and begin falling (see above).

#### HAZARD

The water rises at a rate of 5 feet per round, filling the entire floor in three rounds.

#### HAZARD

Creatures that successfully unlock or open the bottom sliding door of this chamber can drain the water from the room.

For the sake of simplicity, it takes the following durations to empty the room of water:

4 round of draining = 5 feet

5 rounds of draining = 10 feet

6 rounds of draining = 15 feet

7 round of draining = 20 feet

8 rounds of draining = 25 feet

9 rounds of draining = 30 feet

10 rounds of draining = 35 feet

11 rounds of draining = 40 feet

12 rounds of draining = 45 feet



### SCENE III: HELL'S LIEUTENANTS

Masters of time magic, the **chronotyrrns** (see **Appendix D**) helped create the Adamant Hourglass and the Ebon Corridor. The **chronotyrrns** relish the opportunity to serve Tiamat by slaying the adventurers. As the final guardians of the Ebon Corridor, the **chronotyrrns** and their *prismatic wall* are all that remain between the adventurers and Avernus itself.

When ready, read or paraphrase the following:

After a long descent, you see a prismatic shimmer glowing far below. As you draw nearer, you observe nine cubes made of force checkerboarding the area between you and an immense prismatic wall sealing off the end of the Ebon Corridor. The cubes are filled with a luminescent purple mist. Standing upon one of the cubes, you spot a being from out of nightmares: it is ten feet tall, possessing two legs, two arms, and two wings. Covered in jet-black metallic feathers with the head of a crow, its otherworldly gaze appraises you stoically as it readies for combat!

#### ENVIRONMENT

The luminescent mist provides dim light.

#### REFERENCE DISC

Use the top of the cubes as the reference disc for this encounter.

#### NOTE

The *prismatic wall* is 50 feet below the top of the cubes.



### NOTE

Other than the luminescent mist, the force cubes are hollow. If a character teleported into a cube they would be considered *lightly obscured*.

### NOTE

Like the force prisms in the **Forceful Guardians** encounter above, these cubes were made through multiple uses of the *wall of force* spell. Unlike the force prisms above, these cubes are not traps.

### Encounter: Chronotyrns, Hard

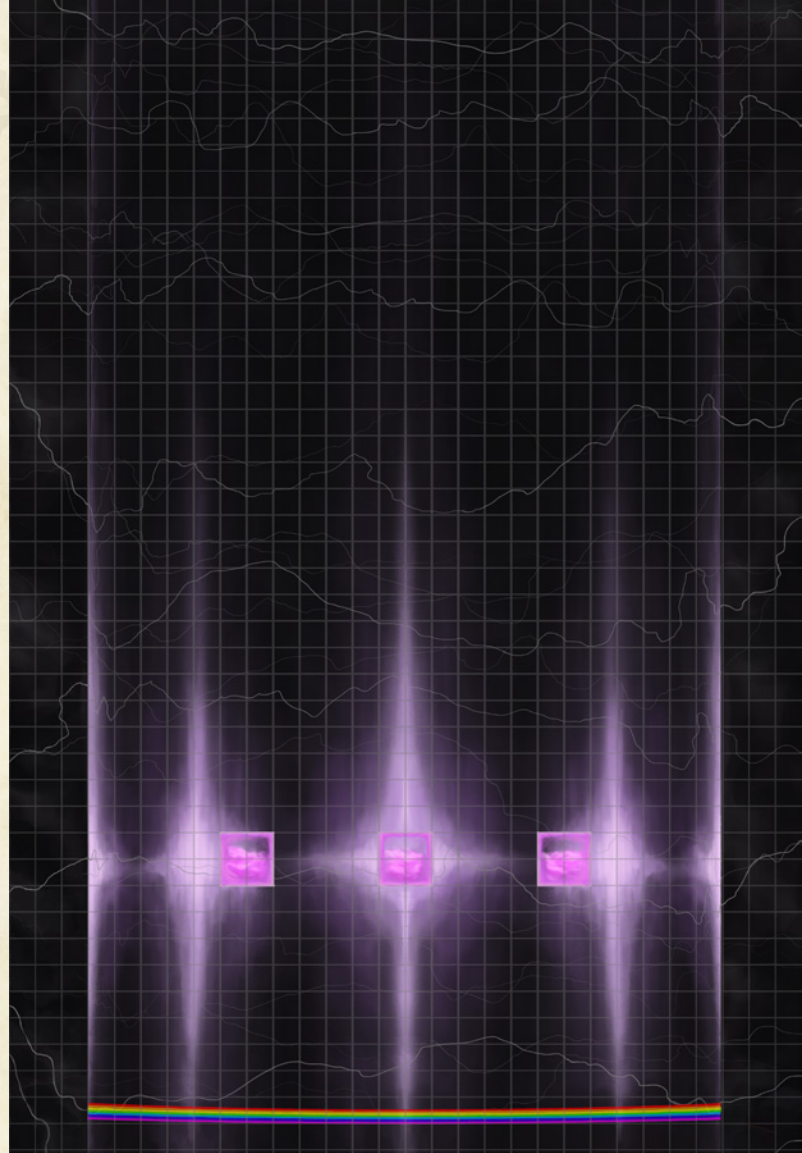
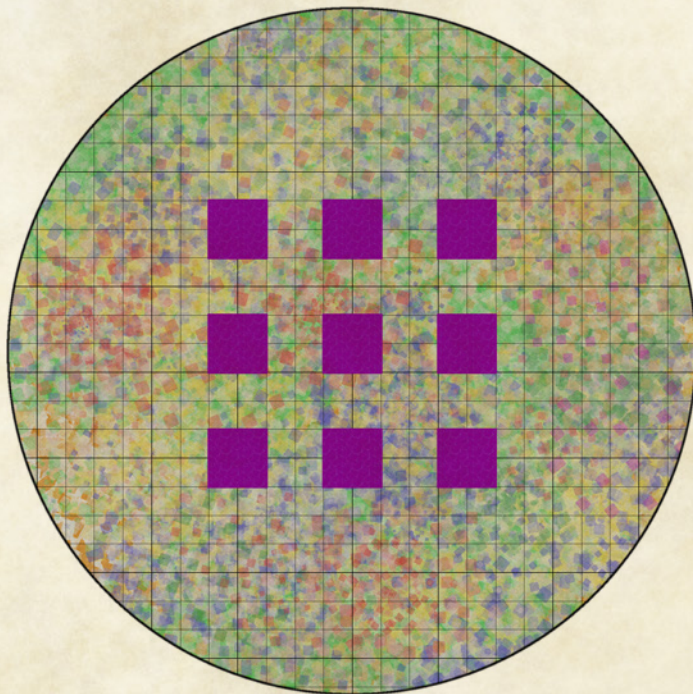
# of Adventurers	# of chronotyrns
4	Two chronotyrn apprentices
5	Two chronotyrn apprentices
6	Two chronotyrns

### Capstone: Chronotyrns, Hard

# of Adventurers	# of chronotyrns
4	One chronotyrn, one chronotyrn apprentices
5	Two chronotyrns
6	Three chronotyrn apprentices

### INFERNAL MODE

Give each chronotyrn and chronotyrn apprentice a *potion of superior healing* to regain 8d4+8 HP. The chronotyrns and chronotyrn apprentices will likely drink their potion while using their *time stop* or *teleport* spells.



### TACTICS

The chronotyrns use their *teleport* and *blink* abilities to disorient their opponents. Their ultimate weapon is *time stop*. They use *time stop* to put themselves into positions of greatest advantage, particularly against creatures they deem most dangerous.

### TREASURE

The chronotyrns have only their equipment. Each chronotyrn and chronotyrn apprentice carries a multicolored globe (see development below).

### DEVELOPMENT

The Ebon Corridor is sealed off from Avernus via a permanent *prismatic wall* spell. Each chronotyrn and chronotyrn apprentice carries a 1-inch globe that, when destroyed (AC 10, HP 1), dismisses the *prismatic wall*. Adventurers can determine these globes' function with a successful **DC 10 Intelligence (Arcana)** check. Any such 1-inch globe falling through the *prismatic wall* dismisses the *prismatic wall* effect.

### CREATURES MOVING (OR FALLING) THROUGH THE PRISMATIC WALL

This *prismatic wall* is a 9th level spell with a save **DC of 22**. If a creature moves (or falls) through the *prismatic wall* roll saving throws and applies spell effects as normal.



## ACT 3: ATTACK ON AVERNUS!

### SCENE 1: THE COURTYARD

Exiting the Ebon Corridor, the adventurers arrive in Avernus in a secret cavern sacred to Tiamat. The focal point of this cavern is the Chromatic Temple.

The Chromatic Temple consists of two roofed buildings and two roofed stairways. All these structures are made from red sandstone.

The first stairway rises 40 feet to the Courtyard of the Chromatic Temple. The Courtyard of the Chromatic Temple is built on a flat plateau, 40 feet high. The ceiling of the Courtyard of the Chromatic Temple is 25 feet high. Eight pillars and internal arches support the ceiling.

The second stairway rises 15 feet to the Star Chamber of the Chromatic Temple. The Star Chamber of the Chromatic Temple is built on a flat plateau, 55 feet high. The Star Chamber of the Chromatic Temple is 30-feet high and is supported by five pillars and arches. In each corner of the Star Chamber of the Chromatic Temple is a chromatic crystal.



When ready, read or paraphrase the following:

Exiting the Ebon Corridor, you arrive in an enormous cavern suffused by dim, red light. Scattered along the ground are gold coins, shattered treasure chests, and an array of weapons and armor. A building complex stands upon a hill; a large star-shaped temple looms at its apex.

Upon entering the Courtyard of the Chromatic Temple, the adventurers are attacked immediately. When ready, read or paraphrase the following:

Eight pillars support the ceiling of this strangely shaped room. Leaping into the air, draconic devils race toward you, their growls echoing throughout the courtyard. Beyond this room, you see a staircase leading upward toward the star-shaped chamber.

### Encounter: abishai, hard

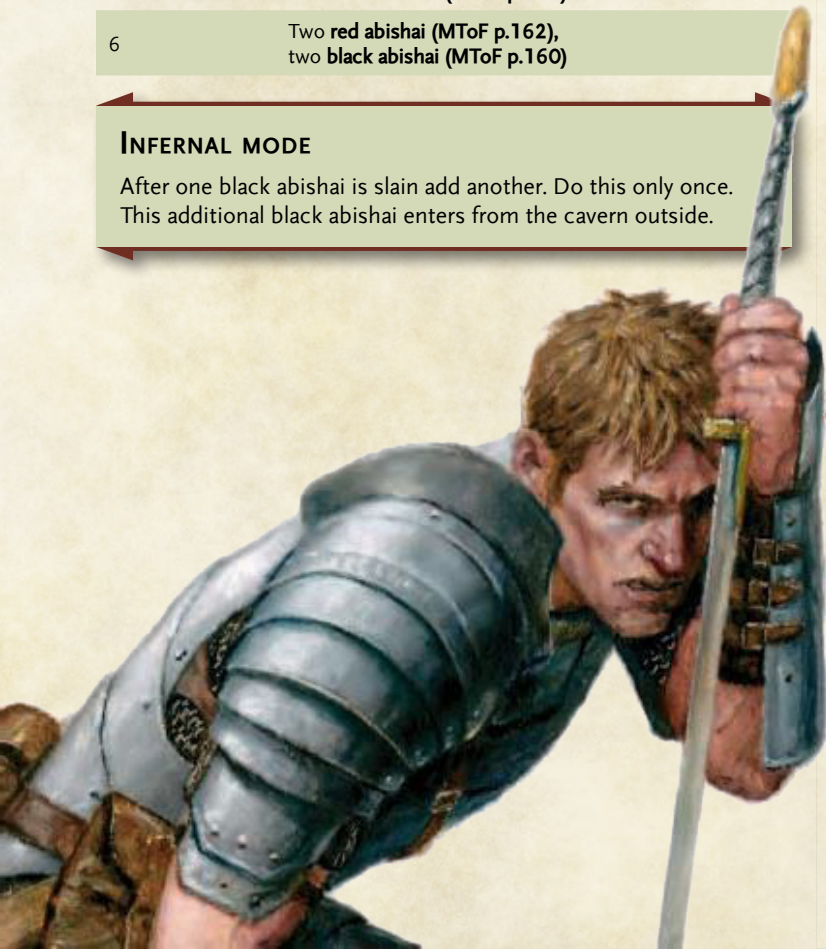
# of Adventurers	# of Devils
4	One blue abishai (MToF p.161), one black abishai (MToF p.160)
5	One blue abishai (MToF p.161), one black abishai (MToF p.160), one bearded devil (MM p. 70)
6	One blue abishai (MToF p.161), three black abishai(MToF p.160)

### Capstone abishai, hard

# of Adventurers	# of Devils
4	One red abishai (MToF p.162), one black abishai (MToF p.160)
5	One red abishai (MToF p.162), two black abishai (MToF p.160)
6	Two red abishai (MToF p.162), two black abishai (MToF p.160)

### INFERNAL MODE

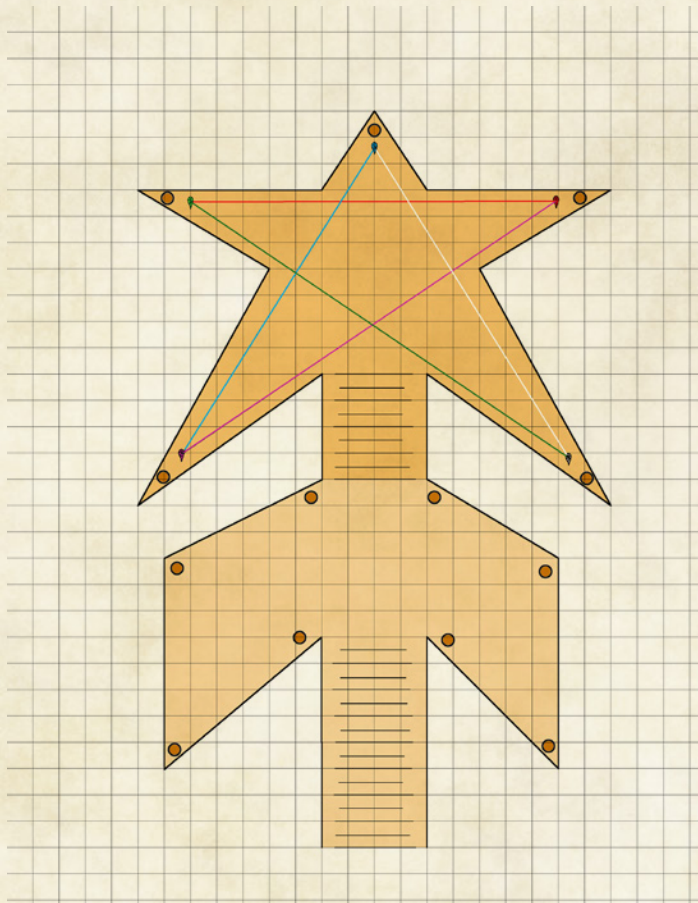
After one black abishai is slain add another. Do this only once. This additional black abishai enters from the cavern outside.





## SCENE II: THE STAR CHAMBER OF THE CHROMATIC TEMPLE

The Star Chamber of the Chromatic Temple is where Azyldain (**Appendix D**) is performing the ritual.



Azyldain has activated the five chromatic crystals, focusing their power on himself. Depending on when the adventurers arrive, the ritual will be at one of two different stages.

**If the adventurers did not take a short rest**, Azyldain has not finished the ritual. In this case, Azyldain has the Mantle of Tiamat active, giving him five dragon heads, but the ritual is not yet completed. Since the ritual is not completed, Azyldain retains the **chromatic crystal dependent** quality (see **Appendix D**).

### NOTE

If the adventurers used the *Epistle from Hell*, they benefited from the effects of a short rest but did not spend the time and may arrive before the ritual is completed.

**If the adventurers did take a short rest**, the ritual is complete. With the ritual completed, the Mantle of Tiamat is now permanent, meaning Azyldain loses the **chromatic crystal dependent** quality (**Appendix D**). If the crystals are destroyed, the Mantle of Tiamat is unaffected.

### CHROMATIC CRYSTALS

Armor Class: 17, Hit points, 30.



### CHROMATIC CRYSTALS: LORE

After being slain, Tiamat's essence returns to Avernus. On one such occasion, Tiamat's essence traveled through a wall of crystalline stone, imbuing it with magical power. Azyldain discovered the unique properties of these crystals and charged them with energies of each of the chromatic dragons to amplify the essence of Tiamat. He charged these stones completely and developed a ritual to create for himself an arcane aspect of his mistress: he calls it the **Mantle of Tiamat**.



A chromatic pentagram glows on the floor. If the ritual is not yet complete, the glowing pentagram is near the walls of the Star Chamber and creeps toward the centre very slowly. If the ritual is complete, the chromatic pentagram is at the centre of the Star Chamber.

### Encounter: Azyldain, Hard

# of Adventurers	# of Devils
4	Azyldain
5	Azyldain, one young blue dragon (MM p. 91)
6	Azyldain, one adult blue dragon (MM p. 91)

### Capstone Encounter: Hard

# of Adventurers	# of Devils
4	Azyldain, one white abishai (MToF p. 163)
5	Azyldain, one adult blue dragon (MM p. 91)
6	Azyldain, one adult blue dragon (MM p. 91), one white abishai (MToF p. 163)

### TACTICS

If feasible, Azyldain begins summoning abishai once he sees the adventurers. He will use his Legendary Actions as often as possible.

### INFERNAL MODE

Chromatic crystals are explosive, causing the following damage when destroyed:

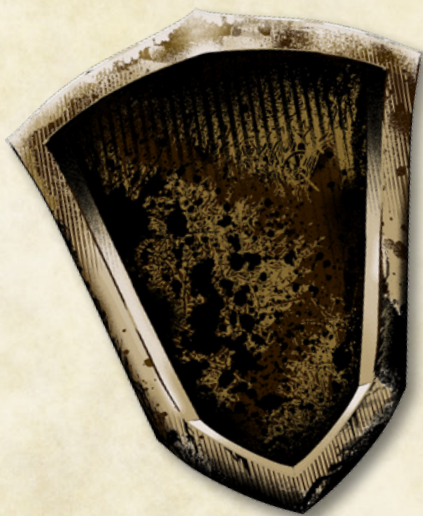
**Black Chromatic Crystal:** 6d6 acid damage in a 10-foot radius. Successful DC 20 Dexterity saving throw for half damage.

**Blue Chromatic Crystal:** 6d6 electrical damage in a 10-foot radius. Successful DC 20 Dexterity saving throw for half damage.

**Green Chromatic Crystal:** 6d6 poison damage in a 10-foot radius. Successful DC 20 Constitution saving throw for half damage.

**Red Chromatic Crystal:** 6d6 fire damage in a 10-foot radius. Successful DC 20 Dexterity saving throw for half damage.

**White Chromatic Crystal:** 6d6 cold damage in a 10-foot radius. Successful DC 20 Constitution saving throw for half damage.



### DUNGEON MASTER OPTION: CONSEQUENCES OF FAILURE

If the adventurers flee or fail to defeat Azyldain, he will remain in the Star Chamber for six hours. The Star Chamber's powerful magic rapidly accelerates aging if the words, "Monarch of Hell" are uttered in Infernal after the ritual has been completed. Once Azyldain has completed the ritual, he utters the phrase to begin his transformation. After three hours, he transforms from a pit fiend into a female adult blue dragon, still possessing the chromatic dragon heads he was able to retain after fighting the adventurers (assuming they didn't destroy the crystals prior to the ritual completion, Azyldain should still have the five heads of the chromatic dragons). After three more hours, Azyldain ages enough to become a female ancient blue dragon, still bearing the Mantle of Tiamat retaining the number of heads that are intact after combat with the adventurers. With this transformation complete, Azyldain very nearly becomes a second Tiamat (See Appendix D). Fully transformed, Azyldain gains full control of the Ebon Corridor and can open or close it at will. Buried among the treasures of the massive cavern is a unique magic item, a *helm of teleportation* sized for a gargantuan dragon. Using this item, Azyldain can begin her conquest of the Prime Material by teleporting beyond the Adamant Hourglass, or she may wait until after she has raised an army of abishai and completed her campaign to restore Tiamat as unquestioned ruler of Avernus and the Nine Hells.

## ACT 4: ESCAPE

### SCENE 1: HELL'S FURY

The pendants around the necks of the shedugryphs indicate how much time is left. The shedugryphs remind the adventurers that it will take three hours to fly upward through the Ebon Corridor.

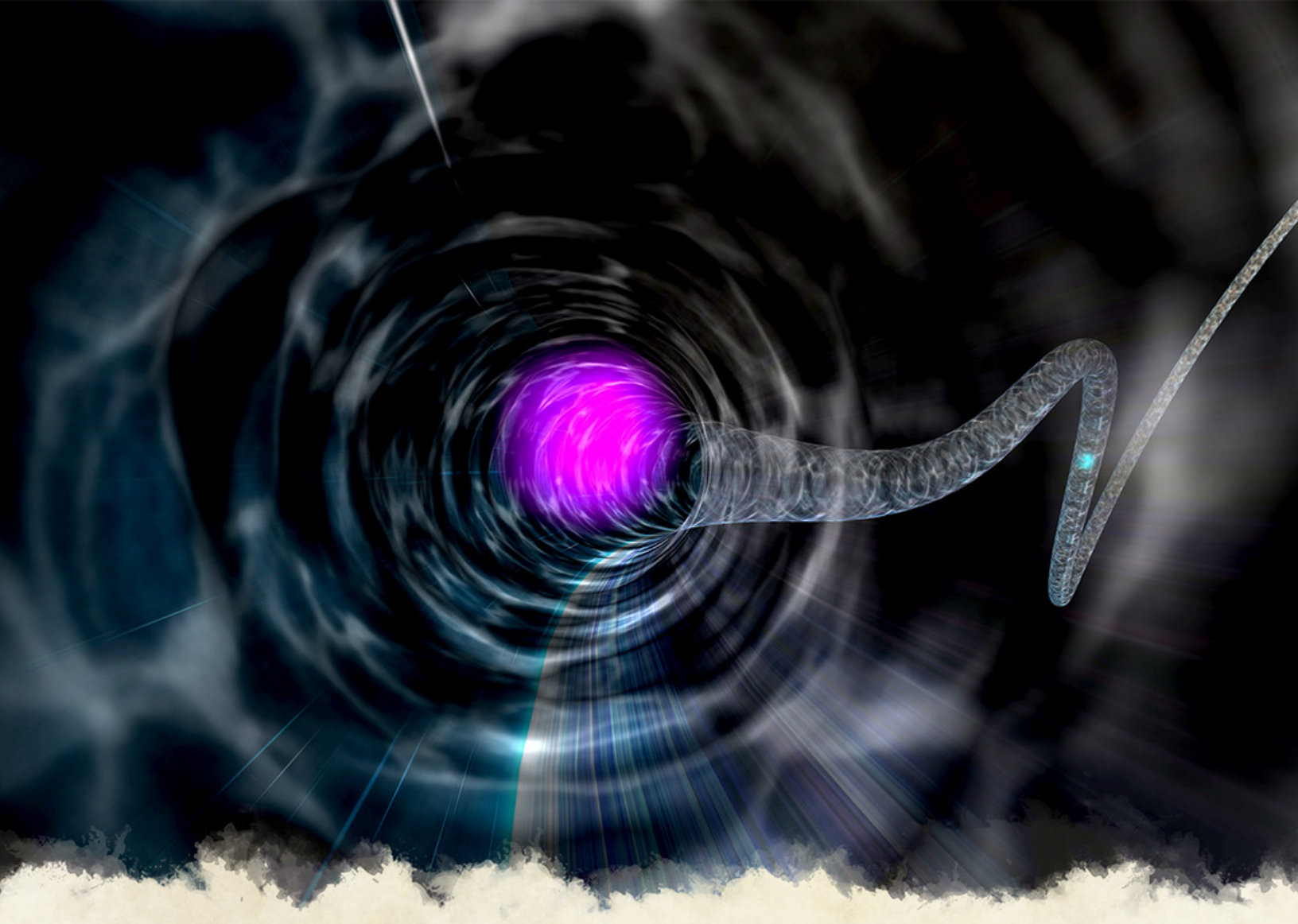
If the adventurers followed the expected timeline and moved efficiently through combat, they should have reached the bottom of the Ebon Corridor in three-and-a-half hours. Note that escaping the Ebon Corridor takes an additional three hours. This means that characters who did not take a short rest have 90 minutes before the Ebon Corridor closes. If the party did take a short rest, they have only 30 minutes to spare.

The gold and magical items in this cavern are quite spread out. If adventurers choose to spend time gathering loot, **each** adventurer finds a sum of gold and magical items as indicated on the Lair Treasure table at right.

#### Lair Treasure

Time Spent	Items Found
30 minutes	2d6 X 100 gp, one item from Magic Item table E (DMG pg 145)
60 minutes	2d6 X 100 gp, one item from Magic Item table F (DMG pg 146)
90 minutes	2d6 X 100 gp, one item from Magic Item table I (DMG pg 149)





#### DEVELOPMENT

As long as the adventurers have access to shedugryphs, did not take longer than eight hours, and left themselves three hours to fly upward, they can safely escape through the Ebon Corridor back to Baldur's Gate. If the adventurers use the Ebon Corridor to escape, read or paraphrase the following:

Racing upward, your mounts fight against gravity until at last you see Baldur's Gate just ahead. Climbing toward the city, you pass through the rim of the Ebon Corridor and suddenly feel thrown upside down once more, diving downward toward land! Turning swiftly, your mounts avoid a deadly crash. The Ebon Corridor flashes brightly then collapses upon itself, vanishing into the night sky as if it had never existed.

## ACT 5: RIGHTEOUS REWARDS

### SCENE I

The adventurers are praised for their heroism and are given a new title: "Ascendant of the Triad". The clerics of Ilmater, Tyr, and Torm ask the adventurers to consider becoming guardians of the Upper Planes. If the adventurers accept this invitation, the clerics of the triad open a gate to Mount Celestia, allowing the heroes to join their shedugryph allies as temple guardians and agents of Bahamut. If not, the adventurers are free to pursue their own quests. The shedugryph however, must return to their duties in Mount Celestia.

If the adventurers found the *Epistle from Hell* (see **Floor Seven - Realm of the Lost**) and mention that they must immediately begin their investigation into Acindra's case, the clerics advise the adventurers to go to Bahamut's court and begin their investigation there. The specifics of Acindra's identity as well as her guilt or innocence is left to DM discretion, and is intended as a hook for further adventures.



# Appendix A: Celestial Crusaders

## CAPSTONE ADVENTURE

The following level 20 pregenerated characters constitute an elite force known as the **The Knights of Heaven's Wrath**. Designed specifically for this adventure, they are ideal for Capstone mode.

### TALDON NASEER

Medium humanoid (scourge aasimar), male, lawful good

**Armor Class** 20 (plate, shield)

**Hit Points** 164 (20d10+40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	14 (+2)	10 (+0)	12 (+1)	20 (+5)

**Saving Throws** Str +10, Dex +4, Con +7, Int +5, Wis +12, Cha +16

**Skills** Athletics +11, Insight +7, Intimidation +11, Religion +5

**Damage Resistances** celestial resistance (necrotic and radiant damage)

**Damage Immunities** disease, critical hits

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Celestial, Common, Draconic, Infernal

**Challenge** 20 (25,000 XP)

**Light Bearer.** You know the *light* cantrip.

**Aura of Protection.** While you are conscious, you grant all friendly creatures (including you) within **30 ft.** a **+5** bonus to all saving throws.

**Aura of Devotion.** While you are conscious, friendly creatures (including you) within **30 ft.** can't be charmed.

**Aura of Courage.** While you are conscious, you and friendly creatures within **30 ft.** can't be frightened.

**Purity of Spirit.** You are always under the effects of a protection from evil and good spell.

**Divine Smite.** When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

**Improved Divine Smite.** Whenever you hit with a melee weapon, the target takes an extra 1d8 radiant damage.

**Fighting Style: Dueling.** +2 bonus to damage when wielding only a weapon in one hand.

**Extra Attack.** You can attack twice, instead of once, whenever you take the Attack action on your turn.

### ACTIONS

**Sun Blade.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 1d8 + 7 radiant damage.

**Dagger.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 1d4 + 5 piercing damage.

**Javelin (5).** Melee or Ranged Weapon Attack: +11 to hit, reach 5 ft, range 80/120 ft., one target. Hit: 1d6 + 5 piercing damage.

**Healing Hands.** You can touch a creature and cause it to regain hit points equal to your level. Recharges on a long rest.

**Radiant Consumption.** Unleash a divine energy from within, causing a searing light to pour out from your eyes and mouth for 1 minute. Can be ended as a bonus action. You shed bright light in a 10 foot radius and dim light an additional 10 ft. At the end of your turn, you and each creature within 10 ft of you take radiant damage equal to half your level rounded up. You also deal additional radiant damage equal to your level once per turn to any creature you hit within 10 ft of you.

**Lay on Hand.** Touch a creature to restore a number of hit points equal to your level x 5 or alternatively cure one disease or poison by spending 5 of those hit points.

**Divine Sense.** Until the end of your next turn you know the location of any Celestial, Fiend, or Undead within 60 ft of you not behind total cover. You also detect any place or object that has been consecrated or desecrated. Use 1 + Charisma modifier and recharges fully on a long rest.

**Channel Divinity.** You gain two Channel Divinity options:

**Sacred Weapon** - As an action you can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, you add **+5** to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. You can end the effect as part of any other action, if you are no longer holding the weapon, or if you fall unconscious.

**Turn the Unholy** - As an action, you can censure fiends and undead. Each fiend or undead that can see or hear you within 30 ft. must make a Wisdom saving throw (DC **19**). On failure, it is turned for 1 minute or until it takes damage.

**Cleansing Touch.** You can use your action to end one spell on yourself or on one willing creature that you touch **5** times per long rest.

**Holy Nimbus.** Once per long rest, as an action, you can shine bright light from you in a 30 ft. radius, and dim light for 30 ft. beyond that for 1 minute. Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. You also have advantage on saving throws against spells cast by fiends or undead.

**Spellcasting.** You can cast prepared paladin spells using Cha as your spellcasting modifier (Spell DC **19**, Spell Attack **+11**). You use a holy symbol as a spellcasting focus.

1st level (4 slots): *protection from evil and good, sanctuary, cure wounds, heroism, shield of faith*

2nd level (3 slots): *lesser restoration, zone of truth, locate object, magic weapon, protection from poison*

3rd level (3 slots): *beacon of hope, dispel magic, daylight, magic circle, elemental weapon*

4th level (3 slots): *freedom of movement, guardian of faith, death ward, locate creature, staggering smite*

5th level (2 slots): *commune, flame strike, destructive smite, dispel evil and good, circle of power*

# TALDON NASEER

## PALADIN (ACOLYTE), OATH OF DEVOTION, LEVEL 20

### EQUIPMENT

Adamantine plate armor, sun blade, dagger, 5 Javelins, priests pack, holy symbol, 5 sticks of incense

### BACKGROUND

The aasimar son of human parents, Taldon currently serves with the Knights of Samular. Born during the dark times of the Spellplague, Taldon struggled with his identity in adolescence as his god, Tyr, with whom he felt a deep connection, stepped down for a time and was subsequently murdered. This event sent Taldon into spiritual turmoil for many years. His dreams were relentless; a deva would visit him and taunt him about his devotion to a dead god. The deva promised that a reckoning was coming, but this promise seemed too much to hope for. Taldon lashed out and left his home behind. He wandered the Sword Coast for years, wrestling with self-doubt and anger. Though he left home, his dreams were unyielding.

Eventually, he connected with a group of devotees to Tyr. Despite Tyr's untimely fate, these people remained dedicated to him - they were the Knights of Samular, based in Waterdeep. Taldon immediately felt a kinship with them. He received training as a knight of the order due to his natural combat prowess. Among allies, he shared his concerns about the ongoing dreams that haunted him. His dreams proved prophetic!

Several years later came a great sundering amongst the gods. Although invisible to the common folk of the realm, it was keenly felt by the devoted, and champions of the gods rose up all over the Realms. With this, the god Tyr had returned and Taldon became a holy paladin.

It is at this time that Taldon's true nature flared to life, and he realized his full potential as an aasimar. His entire body flared up in an incredible display of radiant light, manifesting a righteous fury within. Since this time, Taldon's devotion to Tyr and the Knights of Samular has only strengthened. He was paired with a cleric of Tyr - Alaria Shalthen. She has the ability to calm his emotions as no other due to her saintly stoicism. As his natural radiance burns in his soul, he wrestles to contain the insatiable desire to destroy evil wherever it exists. Oftentimes Alaria has been the only one to talk Taldon out of creating a volatile situation where cooler heads might prevail.

Taldon and Alaria were conscripted into an elite group within the Knights of Samular in the years since the Sundering, and he has seen great success in this role - today begins his greatest challenge yet! He has been summoned to assist with a shocking discovery in Baldur's Gate, and has joined the warriors known as "**The Knights of Heaven's Wrath.**"

### APPEARANCE

Taldon dons magnificent full plate armour that shines with an impossible radiance, even in the darkest of shadows. Taldon's face is rarely if ever seen outside of the Knights of Samular, as he always wears a steel mask that hides his features, revealing only an intense burning light shining through the narrow eye slits.

### IDEAL

I seek to prove my worth as a champion for Tyr.

### BOND

My true family is the Order of the Knights of Samular. They accept me where others would be fearful of my appearance.

### FLAW

I am overly consumed with a burning desire to destroy the unjust and evil where it stands, I obsess about it. It causes distraction in everything else I do.

### QUOTES

"The light of Tyr will decide your fate, and I will baptize you in his peerless radiance."

"I shed no tears for the unjust, for it is my charge to smother them out."



## ALARIA SHALTHEN

Medium humanoid (human), female, lawful good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 183 (20d8=80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	11 (+0)	20 (+5)	13 (+1)

**Saving Throws** Str +3, Dex +0, Con +4, Int +0, Wis +11, Cha +7

**Skills** Insight +11, Medicine +11, Persuasion +7, Religion +6

**Damage Resistances** celestial resistance (necrotic and radiant damage)

**Damage Immunities** divine health. you are immune to disease

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

**Languages** Abyssal, Common, Infernal

**Challenge** 20 (25,000 XP)

**Disciple of Life.** Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.

**Destroy Undead.** When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is lower than the threshold for your level.

**Blessed Healer.** When you cast a spell of 1st level or higher that restores HP to a creature other than you, you regain HP equal to 2 + the spell's level.

**Divine Strike.** Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra **2d8** radiant damage.

**Supreme Healing.** When you would normally roll one or more dice to restore HP with a spell, you instead use the highest number possible for each die.

## ACTIONS

**+3 Mace.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 1d6 + 6 bludgeoning damage.

**Crossbow, Light.** Ranged Weapon Attack: +6 to hit, range 80/320., one target. Hit: 1d8 piercing damage.

**Channel Divinity.** You can channel divine energy to fuel magical effects a 3 times per short rest:

**Turn Undead** - As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

**Preserve Life** - As an action, you can use Channel Divinity and present your holy symbol to restore up to 100 HP divided among any creatures within 30 ft. up to half a creature's HP max. You can't use this feature on an undead or a construct.

**Divine Intervention.** As an action, request your deity's aid. At 20th level, your request succeeds automatically and your deity intervenes. You can't use this feature again for 7 days.

**Spellcasting.** You can cast prepared cleric spells using Wisdom as your spellcasting modifier (Spell DC **19**, Spell Attack **+11**). You use a holy symbol as a spellcasting focus. You may prepare 25 spells per day in addition to your domain spells. Domain Spells in **bold**:

Cantrips (at will): *guidance, sacred flame, resistance, spare the dying, light*

1st level (4 slots): **bless, cure wounds, command, guiding bolt, inflict wounds, healing word, protection from evil and good**

2nd level (3 slots): **lesser restoration, spiritual weapon, aid, calm emotions, silence**

3rd level (3 slots): *beacon of hope, revivify, dispel magic, mass healing word, remove curse*

4th level (3 slots): **death ward, guardian of faith, locate creature**

5th level (3 slots): **mass cure wounds, raise dead, flame strike, greater restoration, hallow**

6th level (2 slots): *heal, true seeing, blade barrier*

7th level (2 slots): *conjure celestial, divine word, fire storm, regenerate*

8th level (1 slot): *holy aura*

9th level (1 slot): *mass heal, true resurrection*



## ALARIA SHALTHEN

CLERIC (ACOLYTE), LIFE DOMAIN, LEVEL 20

### EQUIPMENT

Chain mail armor, +3 mace, light crossbow, censer, common clothes, block of incense, backpack, candle, holy symbol, tinderbox

### BACKGROUND

One would be forgiven for assuming Alaria Shalthen held a grudge. Her parents, lifelong members of the Knights of Samular, were struck down horrifically while investigating an incursion of devils in the Sember Hills. The Knights of Samular were massacred; little else is known of what transpired, and the tragedy has been a long standing mystery within the Order of Samular. Alaria was devastated by this loss, but is not one to wallow in pity.

As a pious devotee of Tyr, Alaria craves justice but will not give in to the folly of seeking vengeance. Despite her desire for closure, she has not let it consume her. Her resilience and peerless stoicism signaled to the Order of Samular that Alaria was worthy of the title “knight”, as were her parents before her, despite not being a paladin. She was knighted at an early age and assigned the sacred role of protector to one of the more volatile members of the Knights - Taldon Naseer.

After Taldon’s awakening to his true aasimar nature, his behaviour has become increasingly unpredictable. Alaria is the only one able to rein him in. She acts as Taldon’s protector and guide. Taking point on all missions they are sent on, the two have proven to be a formidable team. Alaria and Taldon are part of an elite group of knights selected for sensitive and extreme situations. They now face their most challenging mission yet as Alaria received word from Voridon, “Keeper of the Balance” and high priest of Tyr’s church, that she and Taldon are needed urgently in Baldur’s Gate for a mission into the depths of

Avernus. Although she hides it, Alaria’s stoic heart was shaken at this news, will she fall prey to devils as her parents did before her? Contending with this concern, she is hardened to the task; whatever the future holds, she will see this operation through.

### APPEARANCE

Alaria is frequently seen in her clerical robes walking with a casual gait through the streets of Waterdeep. Her loose fitting robes obscure her chainmail armor. She appears both prim and easygoing; a state emblematic of her inner tension and outer calm. Her hair is tied back into a neat ponytail, yet a wisp plays lazily across the olive complexion of her face.

### IDEAL

Patience is truly a virtue. It is the strongest weapon we have against the darkness in this world.

### BOND

I looked up to my parents, and they will forever be with me. Taldon Naseer and I have the opportunity to reach and even surpass the legacy of my parents.

### FLAW

Sometimes crack under pressure, but I won’t let anyone see it, even though it torments me inwardly.

### QUOTES

“Let us sit and enjoy the scenery, the truth will become obvious in due course.”

“Bad things happen to good people. We must accept that this is just the way of things, but we must also accept that none of us are truly helpless.”

## MURGUS THISTLEBEARD

Medium humanoid (mountain dwarf), male, chaotic good

**Armor Class** 17 (chain mail armor)

**Hit Points** 224 (20d10+100)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

**Saving Throws** Str +11, Dex +4, Con +11, Int +0, Wis +1, Cha -1

**Skills** Acrobatics +7, Athletics +11, Intimidation +5, Perception +7, Sleight of hand +7, Stealth +7, Survival +7

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Dwarvish

**Challenge** 20 (25,000 XP)

**Second Wind.** Once per short rest, you can use a bonus action to regain 1d10 + 20 HP.

**Action Surge.** You can take one additional action on your turn. This can be used 2 times per short rest.

**Superior Critical.** Your weapon attacks score a critical hit on a roll of 18 or 20.

**Remarkable Athlete.** You can add +3 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus and when you make a running long jump, you add +5 ft. to the distance.

**Indomitable.** You can reroll a saving throw that you fail - you must use the new roll. You can use this 3 times per long rest.

**Survivor.** At the start of each of your turns, you regain +10 HP if you have no more than half (and not 0) of your HP left.

**Dwarven Resilience.** You have advantage on saves against poison and resistance against poison damage.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

**Fighting Style.** *Defense:* +1 to AC while wearing Armor (already in stats).

**Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Grappler.** You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you by making another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

**Extra Attack.** You can attack four times, instead of once, whenever you take the Attack action on your turn.

## ACTIONS

**Vicious Greataxe.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 1d12 + 5 slashing damage (+7 additional damage when you roll a 20 to hit).

**Hand Axe.** Melee or Ranged Weapon Attack: +11 to hit, reach 5 ft., range 20/60 one target. Hit: 1d6 + 5 slashing damage.

**Bonus Action.** *Second Wind:* Once per short rest, you can use a bonus action to regain 1d10 + 20 HP



# MURGUS THISTLEBEARD

FIGHTER (SOLDIER), CHAMPION, LEVEL 20

## EQUIPMENT

Mithril chain mail armor, vicious greataxe, 2 hand axes, playing card set, smiths tools, dungeoneer's pack

## BACKGROUND

Murgus has always known battle. He was born quite literally on the battlefield, as his mother fought in a desperate struggle against a vicious tribe of trolls.

Murgus hails from Sundabar, and joined that city's military ranks at an early age. Despite his love for fighting and throwing himself headlong into impossible situations, Murgus retains a great sense of humor that can be a little grating for those around him, particularly when locked in life and death struggles! His is the loud and obnoxious guffaw one hears at an inappropriate time. Murgus is oblivious to comments slung his way regarding his blunt demeanor; he simply has no time for them.

Murgus has served Sundabar in several military campaigns, developing a reputation for being a force of nature. His allies rally behind him whilst his enemies cower in fear. Murgus favors the brutality of the Greataxe, and makes a notch in the hilt whenever he fells a mighty foe - he's running out of room for notches!

Recently, Sundabar suffered defeat during the War for the Silver Marches when orc hordes overtook Sundabar, scattering and slaughtering the dwarves of the once proud citadel. Murgus tried to rally the remaining forces to take it back, but was unable to inspire courage in the face of this overwhelming force. Disgusted, Murgus turned from his kin - if they didn't want to fight for their home, then they didn't deserve one! Murgus became a mercenary.

Several years have passed, and a new opportunity opens before the dwarf warrior: word is that Baldur's Gate is the seat of a gigantic struggle - and only the best of the best need apply. This is the opportunity Murgus has been looking for; to prove that he is still a force to be reckoned with. If he is lucky, he may even die in battle, passing into the ballads of all races as a legend that brought Hell itself to its knees!

## APPEARANCE

Murgus' thick, dwarfish frame is layered in dense, steel-spring muscles. His body and face are covered in scars. Murgus always wears his armor. He has a patch due to an eye injury. He is bald and wears his long beard braided. Murgus often puffs away on pipe or imbibes in the finest dwarven ale when not in battle.

## IDEAL

If you want it, get it, and if your foe won't let you have it, take it from them!

## BOND

Sundabar was my home and I may have been the only dwarf to have truly loved her. I can't go back there after what happened.

## FLAW

I hold a grudge something fierce. I have turned my back on my former kin, and remain sour about it to this day.

## QUOTES

"Do you really want to live forever?"

"Well dang! Bethany, my greataxe, is about to slip and get your blood all over her!"

"Is that a shield you are carrying? Get rid of it and take you blade by both hands! We've no time for cowards!"



## AULURATH SIAN'DIEL

Medium humanoid (wood elf), female, neutral good

**Armor Class** 17 (studded leather)

**Hit Points** 164 (20d10+40)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	10 (+0)	19 (+4)	10 (+0)

**Saving Throws** Str +7, Dex +11, Con +2, Int +0, Wis +4, Cha +0

**Skills** Animal Handling +10, History +6, Nature +6,

Perception +10, Stealth +11, Survival +10

**Damage Resistances** fire (armor)

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Common, Deep Speech, Draconic, Elvish, Infernal

**Challenge** 20 (25,000 XP)

**Saving Throw Properties.** Advantage against being charmed, and against plants that are magically created or manipulated to impede movement. Magic can't put you to sleep.

**Favored Enemy.** You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

**Natural Explorer.** You have a favored terrain type. Your proficiency bonus is doubled for proficient skills when you make an Intelligence or Wisdom check related to it. While traveling for an hour or more in your chosen terrain, difficult terrain doesn't slow your group's travel, your group can't become lost except by magical means, you remain alert to danger even when you are engaged in another activity, you can move stealthily at a normal pace (while alone), you find twice as much food while foraging, and while tracking creatures, you learn the exact number, sizes, and how long ago they passed through the area. Terrain: *Arctic, Underdark, Forest.*

**Fighting Style.** *Archery: You gain a +2 bonus to attack rolls you make with ranged weapons*

**Colossus Slayer.** Once per turn, when you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its HP maximum.

**Multiattack Defense.** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

**Land's Stride.** Moving through non-magical difficult terrain costs you no extra movement and you can also pass through non-magical plants without being slowed by them and without taking damage from them.

**Hide in Plain Sight.** You can spend 1 minute creating camouflage for yourself from naturally occurring materials. Once you are camouflaged, you can try to hide by pressing yourself up against a solid surface to gain a +10 bonus to Stealth checks as long as you remain there without moving or taking actions.

**Mask of the Wild.** You can attempt to hide even when you are only lightly obscured.

**Vanish.** You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by non-magical means, unless you choose to leave a trail.

**Evasion.** When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Feral Senses.** When you attack a creature you can't see, you don't have disadvantage on your attack rolls against it. As long as you are conscious and can hear, you are also aware of the location of any invisible creature within 30 ft. that isn't hidden.

**Foe Slayer.** Once on each of your turns, you can add +4 to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature after the roll but before knowing its effects.

**Extra Attack.** You can attack twice, instead of once, whenever you take the Attack action on your turn.

## ACTIONS

**+3 Longbow.** Ranged Weapon Attack: +16 to hit, 150/600, one target. Hit: 1d8 + 8 piercing damage.

**Shortsword.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 1d6 + 5 piercing damage.

**Primeval Awareness.** As an action, you can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain). This feature doesn't reveal the creatures' location or number.

**Bonus Actions.** *Vanish.* You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by non-magical means, unless you choose to leave a trail.

**Spellcasting.** You can cast known ranger spells using WIS as your spellcasting modifier (Spell DC 18, Spell Attack +10).

1st level (4 slots): *hunters mark, cure wounds, goodberry*

2nd level (3 slots): *cordon of arrows, barkskin*

3rd level (3 slots): *lightning arrow, water breathing*

4th level (3 slots): *stoneskin, grasping vine*

5th level (2 slots): *conjure volley, swift quiver*





## AULURATH SIAN'DIEL

RANGER (FOLK HERO), HUNTER, LEVEL 20

### EQUIPMENT

Studded armor of fire resistance, shortsword, +3 longbow, explorer's pack

### BACKGROUND

Aulaurath's long elven life taught her to treasure the memories of those non-elves she grew to love but inevitably outlived. As a citizen of Myth Drannor, she experienced first hand how fleeting and fragile beauty is. Not content to see her beloved home fall as it did, she was instrumental in the efforts to reclaim it with the army of Seiveril Miritar.

After the victory, efforts to restore Myth Drannor to its former glory were undertaken; Aulaurath was happy to assist in this monumental task. She led a group of hunters in clearing the remaining monsters from the city's ruins. Aulaurath proved a tenacious and deadly hunter - her mind set to this task until its completion. She considered a hero among her people of Myth Drannor.

Myth Drannor has been reclaimed, and thanks to Aulaurath, the surrounding wilderness became safe once more. These good times were not to last, as the risen Netheril sparked another war. After years at odds with Netheril, the flying city of Thultanthar came crashing down into Myth Drannor, destroying both itself and Myth Drannor. The remaining elves, including Aulaurath, fled to Semberholme where she has remained until recently.

After the devastating second loss of Myth Drannor, Aulaurath is determined to keep the memory of its splendor in her heart but has dedicated herself to the ongoing war against tyranny and the powers of evil that court the forces of destruction. She pledged to fight against any overwhelming threat that puts the good folk of Faerûn in danger.

Ilsevele Miritar, Seiveril's daughter, remained close with Aulaurath during their time at Semberholme, so when Ilsevele received word about a heinous threat rising in Baldur's Gate, she informed Aulaurath at once. Without another word, Aulaurath departed Semberholme and began the long trek to Baldur's Gate!

### APPEARANCE

Aulaurath is a tall, slender elf whose hair often appears tousled, with a few leaves tangled in it. Despite this occasionally untidy look, she is very fashionable, sporting studded leather that has the hues of a forest sunset during autumn. Her longbow and quiver are slung across her shoulder. Aulaurath moves with the inaudible grace of a cat. When wishing for stealth, she nearly vanishes before you - blink and she is gone.

### IDEAL

I will always get the job done. My name is a byword for honor.

### BOND

I cherish the memories of my true home Myth Drannor, but I shall never again cast my eyes upon it. I vow this will never happen to anyone again!

### FLAW

My life is a lonely one. I long for days of celebration and happiness but fear I am unable to experience authentic joy again.

### QUOTES

"Cherish the here and now. You never know when contented times will slip irretrievably into the past."

"You can never truly go home again."



## SORROW OF SECEMBER

Medium humanoid (tiefling), female, lawful good

**Armor Class** 20 (Mithril plate armor + shield)

**Hit Points** 172 (14d10/6d6+60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	9 (-1)	10 (+0)	20 (+5)

**Saving Throws** Str +7, Dex +7, Con +8, Int +4, Wis +11, Cha +16

**Skills** Arcana +5, Insight +6, Medicine +6, Religion +5

**Damage Resistances** hellish resistance (fire damage)

**Damage Immunities** divine health. you are immune to disease

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

**Languages** Celestial, Common, Goblin, Infernal

**Challenge** 20 (25,000 XP)

**Mithril Plate Armor.** Mithral is a light, flexible metal. This armor does not impose disadvantage on Dexterity (Stealth) checks or have a Strength requirement.

**Aura of Protection.** While you are conscious, you grant all friendly creatures (including you) within **10 ft.** a **+5** bonus to all saving throws

**Aura of Devotion.** While you are conscious, friendly creatures (including you) within **10 ft.** can't be charmed.

**Aura of Courage.** While you are conscious, you and friendly creatures within **10 ft.** can't be frightened.

**Infernal Legacy.** You know the *thaumaturgy* cantrip. You can cast *hellish rebuke* (2nd lvl) once per long rest. You can cast *darkness* once per long rest. Charisma is your spellcasting ability

**Divine Smite.** When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total)

**Improved Divine Smite.** Whenever you hit with a melee weapon, the target takes an extra 1d8 radiant damage.

**Fighting Style.** *Protection:* While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can use your reaction to impose disadvantage on the attack roll.

**Extra Attack.** You can attack twice, instead of once, whenever you take the Attack action on your turn.

**Font of Magic.** You have **6** sorcery points that you regain when you finish a long rest.

**Metamagic.** You gain the ability to twist spells to suit your needs.

**Empowered Spell:** When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 5 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

**Heightened Spell:** When you cast a spell that forces a creature to make a saving throw, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

**Wild Magic Surge.** Roll 1d20 after casting an arcane spell of 1st level or higher. On a natural 1, roll on wild surge table.

**Tides of Chaos.** Once per long rest you may manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Before regaining the use of this feature the DM can have you roll on the Wild Magic Surge table anytime you cast a spell of level 1 or higher. You then regain the use of this feature.

**Bend Luck.** You can twist fate with wild magic. When a creature you can see makes an attack roll, ability check, or saving throw, you can use your reaction to use 2 sorcery points to roll 1d4 to add as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur

## ACTIONS

**Defender Longsword.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 1d8 + 5 slashing damage.

**Special:** You gain a +3 bonus to attack and damage rolls made with this magic weapon (currently included in the stat), but the first time you attack with the sword on each of your turns, you can instead transfer some or all of the sword's bonus to your AC, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

**Crossbow, Light.** Ranged Weapon Attack: +8 to hit, 80/320, one target. Hit: 1d8 + 2 piercing damage.

**Lay on Hands.** Touch a creature to restore a number of hit points equal to your level x 5 or alternatively cure one disease or poison by spending 5 of those hit points

**Divine Sense.** Until the end of your next turn you know the location of any Celestial, Fiend or Undead within 60 ft of you not behind total cover. You also detect any place or object that has been consecrated or desecrated. Use 1 + Charisma modifier and recharges fully on a long rest.

**Channel Divinity.** You gain two Channel Divinity options:

**Sacred Weapon:** As an action you can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, you add **+5** to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. You can end the effect as part of any other action, if you are no longer holding the weapon, or if you fall unconscious.

**Turn the Unholy:** As an action, you can censure fiends and undead. Each fiend or undead that can see or hear you within 30 ft. must make a Wisdom saving throw (DC 19). On failure, it is turned for 1 minute or until it takes damage.

**Cleansing Touch.** You can use your action to end one spell on yourself or on one willing creature that you touch **5** times per long rest.

**Bonus Action.** *Font of Magic:* You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

**Spellcasting.** You can cast prepared paladin spells using Charisma as your spellcasting modifier (Spell DC 19, Spell Attack +11). You can use a holy symbol as a spellcasting focus. Your paladin and sorcerer spells are included. You do not know any spells of level 5 or higher, but you do have spell slots up to level 7 that you may use to upcast applicable spells with.

Cantrips (at will): *fire bolt, ray of frost, shocking grasp, true strike, mending, thaumaturgy*

1st level (4 slots): *bless, cure wounds, divine favor, protection from evil and good, sanctuary, magic missile, thunderwave, witch bolt*

2nd level (3 slots): *aid, magic weapon, lesser restoration, zone of truth, shatter, phantasmal force*

3rd level (3 slots): *blinding smite, elemental weapon, remove curse, crusader's mantle, beacon of hope, dispel magic, hypnotic pattern, counterspell*

4th level (3 slots): *aura of life, aura of purity, staggering smite, freedom of movement, guardian of faith*

5th level (2 slots)

6th level (1 slots)

7th level (1 slots)

## SORROW OF SECOMBER

PALADIN (HERMIT), OATH OF DEVOTION, LEVEL 14, SORCERER, WILD MAGIC, LEVEL 6

### EQUIPMENT

Arcane focus, quarterstaff, light crossbow, 20 bolts, 2 daggers, defender longsword, gold-threaded robes, shield, mithril breastplate, herbalism kit.

### BACKGROUND

A woman of mystery, Sorrow has difficulty remembering her own origins yet she is certain of her place in the cosmos: a champion of the god Ilmater and defender of goodness. She is unyielding in her protection of the weak and downtrodden, and unquestioning in her loyalty to Ilmater. Unbeknownst to her, Sorrow's existence flashes in and out of the temporal stream - her connection to time and space being somewhat unstable. It is Ilmater's will that she remain stable in this temporal stream for the attack on Avernus. After that? Only Ilmater knows.

### APPEARANCE

Breathtakingly beautiful, Sorrow is crimson-skinned, golden-eyed, and black-horned. She epitomizes elegance and grace. Over her armor and golden robes, Sorrow wears a white tabard edged in red and gold. This tabard is the heraldic livery of the Valeguards, an elite force sworn to serve the highest ideals of goodness, headquartered in [Valeguard Spire](#) just outside the town of Secomber.

### IDEAL

To serve Ilmater, God of Endurance, and to lessen the suffering of all beings.

### BOND

The people of the Western Heartlands of Faerûn are my charge. I will give my life in their defense.

### FLAW

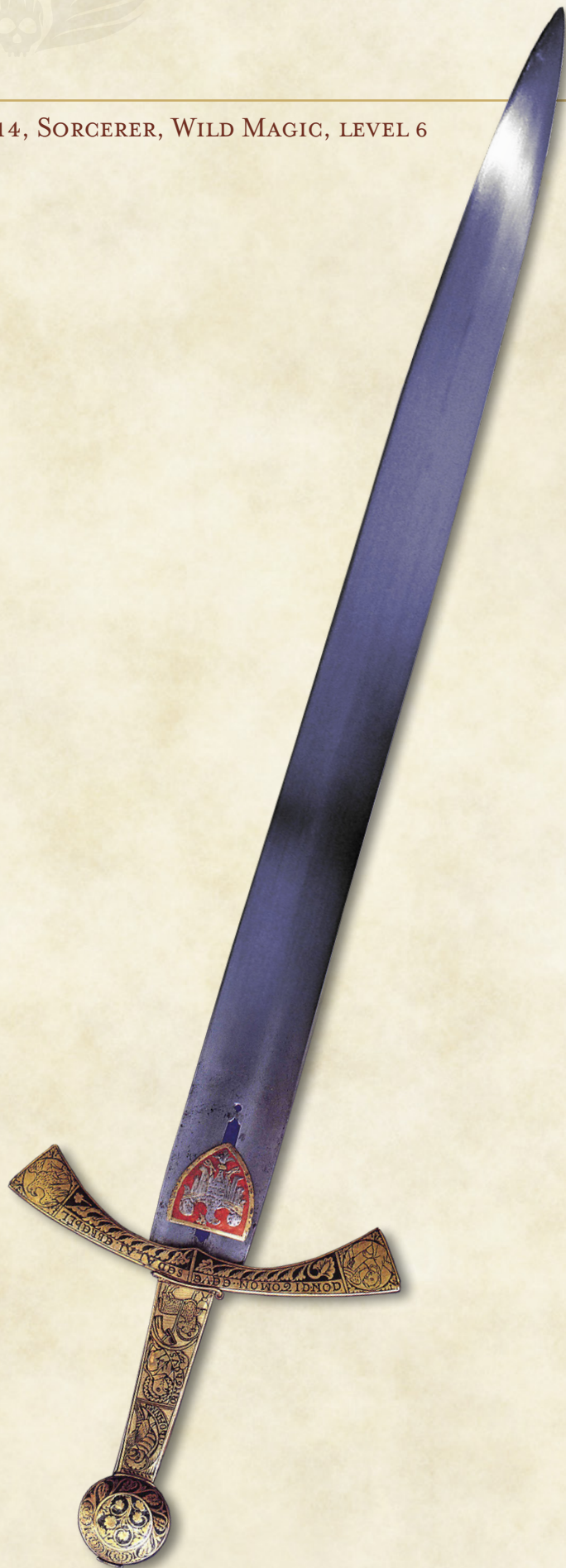
I am unyielding in my duty and often rush headlong into struggle rather than reflect deeply on strategies or long-term goals. These feel like compromise and I will have no part of such delays.

### QUOTES

"Onward! Ilmater's will be done!"

"There is no time for indecision. We are not merely toys of the gods, we are the instruments of fate."

"You are safe now. Go. I will take care of what ugly business remains."



## THEODORE “TEDDY SNICKERS” SNIVENS

Medium humanoid (lightfoot halfling), male, chaotic neutral

**Armor Class** 19 (+2 studded leather armor)

**Hit Points** 143 (20d8+40)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	14 (+2)	13 (+1)	10 (+0)	20 (+5)

**Saving Throws** Str -1, Dex +11, Con +2, Int +7, Wis +6, Cha +5

**Skills** Acrobatics +11, Deception (E) +17, Investigation +7,

Performance +11, Sleight of Hand (E) +17, Stealth +17

**Senses** blindsight 10 ft., passive Perception 10

**Languages** Common, Halfling

**Challenge** 20 (25,000 XP)

**Saving Throw Properties.** Advantage against being frightened.

**Thieves' Cant.** You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

**Second-Story Work.** Climbing no longer costs you extra movement, and when you make a running jump, the distance you cover increases by +5 feet.

**Uncanny Dodge.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

**Evasion.** When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Supreme Sneak.** You have advantage on a Stealth check if you move no more than half your speed on the same turn.

**Reliable Talent.** Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

**Use Magic Device.** You ignore all class, race, and level requirements on the use of magic items.

**Thief's Reflexes.** If you're not surprised, you can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10.

**Elusive.** No attack roll has advantage against you while you aren't incapacitated.

**Lucky (Halfling).** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Stroke of Luck.** Once per short rest, if your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Naturally Stealthy.** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

**Lucky (Feat).** You have 3 luck points. Whenever you make an attack roll, ability check or saving throw, you can spend one luck point to roll an additional d20. You can choose to do so after you roll the die, but before the outcome is determined. You choose which result is used for the roll. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. You regain your expended luck points when you finish a long rest.

**Sneak Attack.** Once per turn, you can deal an extra **10d6** damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

## ACTIONS

**Nine Lives Stealer Shortsword.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 1d6 + 5 piercing damage.

**Special:** The sword has 1d8 + 1 charges. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a **DC 15 Constitution** saving throw or be slain instantly as the sword tears its life force from its body (a construct or an undead is immune). The sword loses 1 charge if the creature is slain. When the sword has no charges remaining, it loses this property.

**Shortbow.** Ranged Weapon Attack: +11 to hit, 80/320, one target. Hit: 1d6 + 5 piercing damage.

**Dagger.** Melee or Ranged Weapon Attack: +11 to hit, reach 5 ft., 20/60, one target. Hit: 1d4 + 5 piercing damage.

**Bonus Actions. Cunning Action.** You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

**Fast Hands.** You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

# THEODORE "TEDDY SNICKERS" SNIVENS

ROGUE (CRIMINAL), THIEF, LEVEL 20

## EQUIPMENT

+2 Studded Leather armor, nine lives stealer shortsword, gloves of swimming and climbing (+5 to Strength (Athletics) to climb or swim), Shortbow, 2 daggers, burglar's pack

## BACKGROUND

Theodore Snivens, or Teddy Snickers as he's known on the streets, has the kind of life story most wouldn't believe when looking at him. Teddy has developed an appreciation for the lady of luck, Tymora. If not for the uncanny good fortune this wiry little halfling has experienced, he wouldn't be alive today.

His was a humble beginning. Born to a poor family of halflings in the sleepy hamlet of Longsaddle, Teddy wasn't long for the simple life and was unwilling to get by on scraps. While his parents and siblings longed for social acceptability, working as servants to the Harpells, a famous wizarding family in Longsaddle, Teddy would never accept being a servant! Often a delinquent getting himself in trouble, he took on the moniker of "Teddy Snickers" as a nickname to avoid entanglements and lectures from his family.

Teddy had a bad reputation from an early age and was seen as a shameful burden by his family as they desperately sought to elevate the Snivens family name. Estranged from his family, Teddy packed his bags and left Longsaddle and tried to head to the Moonsea to build a name and reputation for himself. He spent a number of years in Phlan and Hillsfar bouncing from job to job.

It was only a matter of time before this impressionable halfling fell in with the wrong crowd and was neck deep in a life of crime. He always coasted through on luck and charm. He had a knack for the shady stuff, and folks often underestimated him, which turned out to be helpful in lining his pockets and those of his associates in the Zhentarim.

Teddy learned that working for an organized crime syndicate has its drawbacks, and was soon betrayed. He was sold into drow slavery by his old allies. Despite this dire situation, he once again put on that charming grin, and relied on his wits and luck, managing to forge companionships with other slaves. He led a daring escape from drow captivity and undertook a thrilling romp through the Underdark to get home. He and his companions became embroiled in a plot involving several demon lords that had been summoned in the Underdark. Teddy and his companions thwarted them in a desperate struggle and eventually made their way home. After his harrowing trials in the Underdark, Teddy found that his prior life no longer held any thrill or challenges - after all, he was able to go head to head with a demon lord (if you are to believe the tales he will no doubt tell you!).

Teddy subsequently helped in ousting a xenophobic leader in Hillsfar, quelling a deadly outbreak of plague, and various other deeds of grandeur - that is, if you believe Teddy's tales. These days though, Teddy's been coasting by - that is, until he caught wind through his black network of contacts of something really big happening in and around Baldur's Gate. "Forget it Teddy, it's impossible!" they said, "Even for you, this will be too much - we're talking about devils and the Hells themselves!" Teddy just smiled at their dismissals. He's already sent Demon Lords back to the Abyss; what's a few Devils compared to the likes of the great Teddy Snickers? Adventure calls!

## APPEARANCE

Teddy has wild, unkempt hair and a wispy goatee on his round halfling face. With rosy cheeks and a broad smile, one would never suspect this carefree halfling of anything unsavory. He wears a fitted studded leather vest and a loose casual dress shirt underneath. Teddy is happy to chew on a long piece of straw and puff his halfling-sized pipe whilst enjoying a pint at the local pub.

## IDEAL

I don't often have plans ahead of time, preferring to coast through any problems. I tend to always find a way to make it work!

## BOND

I value the bonds of friendship! After my trip through the Underdark, and during my time in that plagued city, I realized the value of someone having your back!

## FLAW

Let's get real here, I'm a criminal after all. Despite my life's experiences and how far I've come, the glint of gold or that unprotected gem just sitting there is too good to pass up!

## QUOTES

"I'm a cup-is-half-full kinda guy!"

"This here's the life! Just sittin' back with a pint and nothing between me, the open sky and a relaxing nap!"

"I'm just as shocked as you! Another full house! Must be my lucky night!"



## RELTHAN MOORLAND

Medium humanoid (human), male, chaotic good

**Armor Class** 13 (Robes) 16 with Mage Armor

**Hit Points** 162 (20d6+80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	18 (+4)	18 (+4)	12 (+1)	13 (+1)

**Saving Throws** Str -1, Dex +3, Con +4, Int +11, Wis +7, Cha +1

**Skills** Arcana +11, History +11, Insight +7, Investigation +11

**Senses** passive Perception 11

**Languages** Abyssal, Common, Infernal, Primordial

**Challenge** 20 (25,000 XP)

**Arcane Recovery.** Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of **10\***, and none of the slots can be 6th level or higher.

**Evocation Savant.** The gold and time you must spend to copy an evocation spell into your spellbook is halved.

**Sculpt Spells.** When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

**Potent Cantrip.** When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

**Empowered Evocation.** You can add your Intelligence modifier (+5) to one damage roll of any wizard evocation spell you cast.

**Overchannel.** When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage (+1d12 per use of this feature) for each level of the spell after you cast it. This damage ignores resistance and immunity.

**Spell Mastery.** You can cast chosen 1st level and 2nd level spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal: *mage armor*, *scorching ray*.

**Signature Spells.** You choose two 3rd-level spells and always have them prepared and they don't count against the number of spells you have prepared. Once per short rest, you can cast each of them once at 3rd level without expending a spell slot: *fireball*, *lightning bolt*.

## ACTIONS

**Staff of Thunder and Lightning.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 -1 bludgeoning damage.

**Special:** This staff grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn:

**Lightning.** On a hit with a melee attack using the staff, the target takes an extra 2d6 lightning damage

**Thunder.** On a hit with a melee attack using the staff, emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.

**Lightning Strike.** You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a **DC 17 Dexterity** saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

**Thunderclap.** You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

**Thunder and Lightning.** You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

**Dagger.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 1d4 +3 piercing damage.

or desecrated. Use 1 + Charisma modifier and recharges fully on a long rest.

**Spellcasting.** You can cast prepared wizard spells using Intelligence as your spellcasting modifier (Spell **DC 19**, Spell Attack **+11**) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

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

1st level (4 slots): *mage armor*, *magic missile*, *fog cloud*, *shield*

2nd level (3 slots): *scorching ray*, *invisibility*, *see invisibility*, *darkvision*

3rd level (3 slots): *fireball*, *lightning bolt*, *haste*, *water breathing*

4th level (3 slots): *arcane eye*, *fire shield*, *polymorph*

5th level (3 slots): *cone of cold*, *hold monster*, *planar binding*, *rary's telepathic bond*

6th level (2 slots): *chain lightning*, *disintegrate*

7th level (2 slots): *delayed blast fireball*, *prismatic spray*

8th level (1 slot): *dominate monster*, *sunburst*

9th level (1 slot): *power word kill*, *shapechange*

## RELTHAN MOORLAND

WIZARD (SAGE), SCHOOL OF EVOCATION, LEVEL 20

### EQUIPMENT

Staff of thunder and lightning, dagger, robes, spellbook, sages kit

### BACKGROUND

Relthan spent most of his youth with his nose buried in books, obsessed with discovering forgotten lore and arcane secrets. The life of a wizard came naturally to him. His brothers took to the martial arts and were favored by their father. While Relthan's childhood was by no means an unhappy one, he wasn't often doted on by his parents. This had the advantage of allowing Relthan freedom of choice with his studies, whereas his brothers were much more strictly overseen by their father.

Relthan showed great promise from an early age. Growing up in Baldur's Gate, he was offered the opportunity of a lifetime - an invitation to apprentice at Candlekeep under the tutelage of the great Wizard Auf'del'mar. Ralthen eagerly accepted and moved into Candlekeep as a permanent resident. Through his years of study he learned many things and developed a proficiency with the school of evocation magic. Auf'del'mar kept Ralthen busy, frequently sending him on missions beyond Candlekeep's walls.

Through his studies and his adventures, Relthan noticed a trend - demonic and devilish activity along the Sword Coast was increasing. He delved into the lore of these infernal and abyssal creatures and learned of the Blood War - an eternal conflict between devils and demons that sometimes spilled onto the Prime Material. Relthan suddenly felt very small; mortals knew precious little about how close they were to an apocalypse at all times. Should either the demons or devils gain an upper hand, the Realms would surely shudder and fall in the victor's wake.

Throughout his time and trials at Candlekeep, including a rather nasty assault on the Keep at the dawn of the second Sundering, Relthan always kept the Blood War at the forefront of his thoughts. Auf'del'mar, who had become a second father to Relthan, mysteriously vanished one day shortly after the assault on Candlekeep. He was never seen again, leaving only a letter to Relthan posing one simple question: "*When the time comes, what will your role be in the Blood War?*". Relthan has given this question much thought in the intervening years since Auf'del'mar vanished. Relthan remained at Candlekeep, taking-over Auf'del'mar's position of librarian. He was ready to accept that he would never be able to sufficiently answer Auf'del'mar's question until one morning when a messenger from Baldur's Gate representing Illmater visited Candlekeep seeking Relthan. It seems his reputation and interest in the Blood War had a wider audience than he knew. Now Ralthen hastens home to Baldur's Gate, ready to finally answer Auf'del'mar's question at last!

### APPEARANCE

Ralthen is a well-groomed and superbly attired wizard. His mildly wrinkled face and greying hair are well maintained. His robes are deep twilight blue and shimmer with points of starlight as he moves. Relthan has his large spellbook hanging from his hip if not in his hands, at all times, and wears a pair of half moon shaped spectacles that sit low on the bridge of his nose.

### IDEAL

I am a seeker and protector of arcane lore. Knowledge is power and responsibility.

### BOND

Candlekeep is my home and my mentor Auf'del'mar is like a second father to me. I owe everything to the inhabitants of Candlekeep for allowing me to flourish. I will defend them to the death.

### FLAW

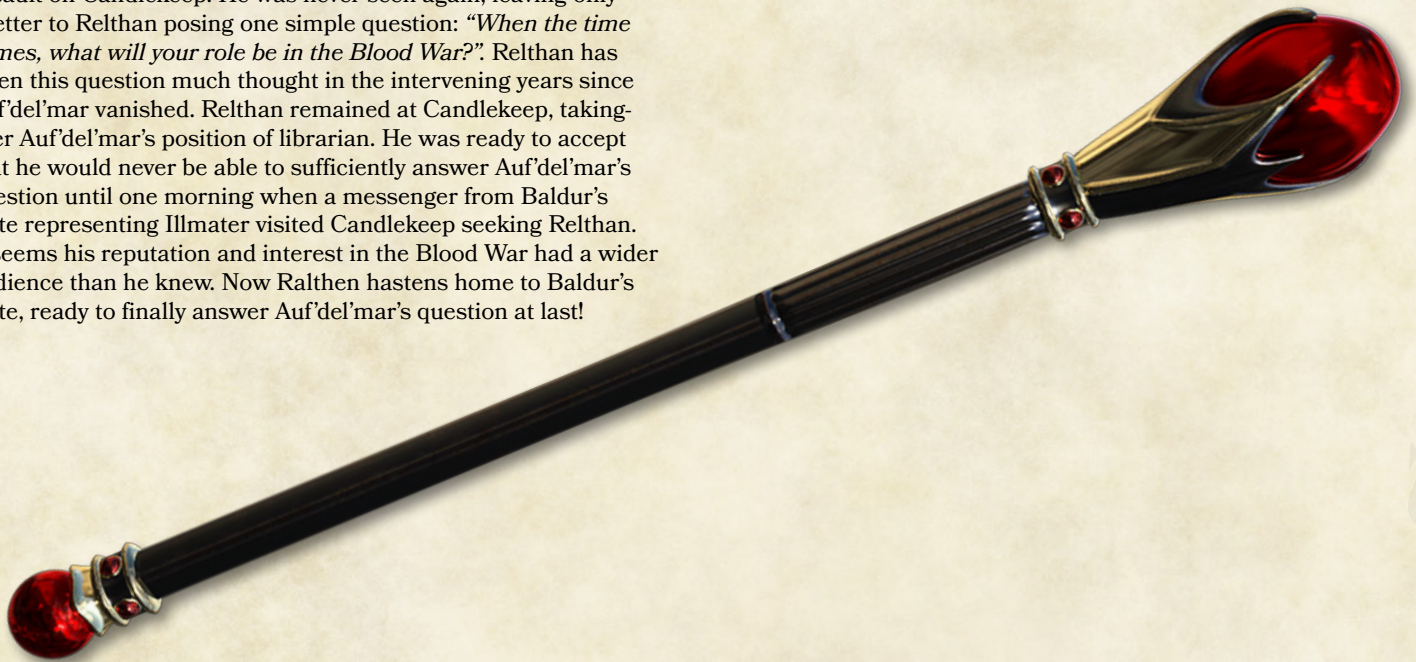
I have an unhealthy obsession with the Blood War. The more I've learned, the more terrified I've become of what could happen if the scales tipped one way or the other. I have trouble acting dispassionately in matters related to the Blood War.

### QUOTES

"I've always appreciated the raw power of fire - it is a double edged element. It provides warmth and encourages life, but left unchecked it destroys everything."

"There is a vast wealth of knowledge out there, but you must be willing to open your mind and take the appropriate precautions."

"The good folk of the realms sleep peacefully, blissfully unaware of the horrors that rage just beneath the surface."





## Appendix B: Majestic Mounts

### THE SEVEN SHEDUGRYPHS

Amel-Marduk and Ashabanipal are the father and mother of the shedugryphs. Of the five others, four are sons and one is a daughter. This family of seven serve as temple guardians to the mighty dragon god, Bahamut.

#### AMEL-MARDUK

Father of the five shedugryphs and the eldest of his kind, Amel-Marduk is distant and philosophical. If an impasse occurs where the path ahead is unclear, all eyes turn to him. A battle-tested hero, he does not brag, but states factually his achievements as calmly as others mention the time of day. When battle is met, Amel-Marduk neither dreads nor thrills for it; battle, like all states of being, is just a necessary mode of existence - the outcome decided by skill, luck, and the fates. Amel-Marduk wears red dragon scale mail.

#### ASHABANIPAL

Mother of the five shedugryph, Ashabanipal enjoys silence and reflection. She has gone for decades without communicating to another sentient being. The recent events occurring within the Ebon Corridor shook her from her solitude. Now, though somewhat unpracticed, Ashabanipal attempts to communicate meaningfully with others sworn to defend the world from Tiamat's wrath. Ashabanipal wears blue dragon scale mail.

#### ASHURDAN

The most pious of the shedugryphs, Ashurdan is a devout follower of Bahamut. Ashurdan has a specific distaste for fiends, having once been hunted by a pack of devils. He is certain that Bahamut's providence saved him from death that day. Ashurdan wears white dragon scale mail.

#### CONTROLLING AND COMMUNICATING WITH THE SHEDUGRYPH

Shedugryphs are highly intelligent, capable beings. They are loyal to their riders and will listen to their instructions. Shedugryphs are non-player characters under the DM's control, however, due to their loyalty and because of the telepathic link created through their halos, players can effectively control the shedugryphs as secondary characters. This adventure assumes that adventurers are effectively taking control of the shedugryph to aid themselves as much as possible. If characters actively choose not to instruct their shedugryph mounts, the shedugryphs return to DM control and will attack and/or use their other abilities as the DM chooses. Shedugryphs are conservative combatants and strive to retain abilities that have limited, daily uses. However, they will use these abilities when necessary or when requested to by the adventurer linked to their halo.

#### EKINDU-SYN

Of all the shedugryphs, Ekindu-syn is most gregarious and charming. One to tell jokes and laugh loudly, he enjoys the company of others and revels in their quirks. He finds all beings interesting in their own way and seeks to learn the inner workings of their hearts so that he might befriend them better. Ekindu-syn wears green dragon scale mail.

#### NABONIDUS

Easily convinced to join battle, Nabonidus is ferocious when hunting dragons and their ilk. Though usually rational and reserved, he argues for direct action over diplomacy when faced with draconic foes. Nabonidus wears black dragon scale mail.

#### SHU-ILISHU

The princess of the shedugryphs, she is the only female offspring of Ashabanipal and Amel-Marduk. Shu-Ilishu is a natural leader and capable orator. She provides wise counsel to those who seek it. Although regal in bearing, Shu-Ilishu enjoys clever humour and puzzles. Shu-Ilishu wears a green dragon scale mail.

#### UR-NAMMU

Proud and regal, Ur-Nammu is renowned for his great courage and willingness to put the good of others ahead of his own needs. When not in a life and death struggle, Ur-Nammu studies astrology and cosmology. Ur-Nammu wears white dragon scale mail.

Unlike most independent mounts, the shedugryphs are so powerfully linked to their riders via telepathy that they can completely understand and obey the rider's commands. Because of this, rider and mount can act on the same initiative order. A shedugryph disobeying commands would be immensely rare and should only occur in the most dire of circumstances at DM discretion. **Note:** a shedugryph will even obey a command that may lead to its death if it is deemed necessary to the mission's success. Shedugryphs are courageous, self-sacrificing, loyal, and completely committed to the fight against evil.



## SHEDUGRYPH

These magnificent creatures, native to Mount Celestia, have shimmering gold feathers and fur. Their hind legs are those of oxen, their forelegs are those of a lion, and their wings and head are those of a peregrine falcon.

### SHEDUGRYPH

Large celestial, lawful good

**Armor Class** 17 (Dragon Scale Mail + 2 Dexterity) If not wearing armor, AC is 17 (natural armor)

**Hit Points** 270 (24d10+7)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	24 (+7)	19 (+4)	22 (+6)	19 (+4)

**Saving Throws** Con +13, Wis +12

**Skills** Arcana +10, History +10, Insight +12, perception +12, Persuasion +10, Religion +10

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

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., truesight 60 ft., passive Perception 16

**Languages** Celestial, Common

**Challenge** 18 (20,000 XP)

**Spellcasting.** Spell Attack: +12, Spell Save DC: 20

The shedugryph can use all of the following abilities three times per day: *cure wounds* 21 (6d6), *remove disease*, *restoration*, *teleport*.

The shedugryph can use all of the following abilities once per day: *banishment*, *flame strike* (17 fire, 14 radiant or 17 fire, 14 radiant), *heal*

**Keen Sight.** The shedugryph has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The shedugryph makes two attacks: one with its beak and one with its claws.

**Beak.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) magical piercing damage.

**Claws.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) magical slashing damage.

### EQUIPMENT

Shedugryphs come equipped with dragon scale mail armor (they type of which is described in the individual shedugryph entries). They also come equipped with exotic-mount saddles, built for aerial combat with straps that keep the rider seated even when flying upside down. Strapping themselves into the saddle or unstrapping themselves from the saddle requires an action. Note that if a character riding the shedugryph is strapped in to their exotic-mount saddle, the saving throw for when a mount is moved against its will while the adventurer is on it is reduced to a **DC 5 Dexterity** saving throw rather than the standard 10.

## LEGENDARY SHEDUGRYPH (CAPSTONE MOUNTS)

These magnificent creatures, native to Mount Celestia, have shimmering gold feathers and fur. Their hind legs are those of oxen, their forelegs are those of a lion, and their wings and head are those of a peregrine falcon.

### LEGENDARY SHEDUGRYPH (CAPSTONE MOUNTS)

Large celestial, lawful good

**Armor Class** 17 (Dragon Scale Mail + 2 Dexterity)

**Hit Points** 300 (24d10+8)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	22 (+6)	19 (+4)	24 (+7)	19 (+4)

**Saving Throws** Con +12, Wis +13

**Skills** Arcana +10, History +10, Insight +11, Perception +13, Persuasion +10, Religion +10

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

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., truesight 60 ft., passive Perception 23

**Languages** Celestial, Common

**Challenge** 20 (25,000 XP)

**Spellcasting.** Spell Attack: +13, Spell Save DC: 21

The shedugryph can use all of the following abilities three times per day: *cure wounds* 21 (6d6), *remove disease*, *restoration*, *teleport*.

The shedugryph can use all of the following abilities twice per day: *banishment*, *flame strike* (17 fire, 14 radiant or 17 fire, 14 radiant), *heal*

**Keen Sight.** The shedugryph has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The shedugryph makes two attacks: one with its beak and one with its claws.

**Beak.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 13 (1d8 + 8) magical piercing damage.

**Claws.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) magical slashing damage.

Floating above the head of each shedugryph is a platinum halo, a gift from Bahamut to his temple guardians. Around the neck of each shedugryph is a glowing, golden hourglass. This hourglass counts down to the final ritual, giving the shedugryphs and their riders a good estimate of how much time remains available before the ritual is complete.

## Appendix C: The Ebon Corridor

## Appendix D: Magical Items

Aerial combat encounters within the Ebon Corridor can pose difficulty when it comes to tracking specific locations of multiple flying combatants. This adventure provides DMs with “reference discs” which are 2-dimensional planes within the Ebon Corridor that all characters use to gauge their **vertical** distance. For example, on a 2-dimensional battle map, an adventurer and a devil may appear six squares (30 feet) away from each other **horizontally**, but they may be an additional distance away **vertically**. Combatants within the Ebon Corridor are a number of feet “above” or “below” the reference disk. For example, if an adventurer is ten feet above the reference disc and an opponent is 50 feet below the reference disk, there is a 60 foot **vertical** distance between the combatants.

### DM TIP

If using tactical maps and miniatures during combat, tape pieces of paper slightly larger than their bases to your miniatures. Record **vertical** distances from the reference disc on this paper each time a character moves. Example: a character that is 50 feet below the disk would have a piece of paper under the miniature with a note in pencil saying “50b” (the “b” indicating “below the reference disc”). For a character ten feet above the disc, a note in pencil would say “10a” (the “a” indicating “above the reference disc”).

### ALTERNATIVE AERIAL DISTANCE TRACKING

This adventure provides side-view vertical maps of all combat within the Ebon Corridor. DMs can use these side-view vertical maps to track vertical movement through the Ebon Corridor if desired.

### GRAVITY WITHIN THE EBON CORRIDOR

Characters that fall within the Ebon Corridor do so at a rate of 500 feet per second. It is for this reason that all adventurers are given a *ring of featherfall* at the beginning of the adventure.

### AERIAL MOUNTS

The rules for mounted combat are outlined on page 198 of the PHB. Note that if a character riding the shedugryph is strapped in to their exotic-mount saddle, the saving throw for when a mount is moved against its will while the adventurer is on it is reduced to a **DC 5 Dexterity** saving throw rather than the standard 10.

If a character is knocked off their flying mount, they begin falling rapidly (500 feet per second) unless they are wearing a *ring of feather falling*. Since the characters are telepathically linked to their mount through the shedugryph's halo, shedugryphs can *teleport* to their rider as a reaction (this expends one use of the shedugryph's *teleport* ability), thereby preventing the character from taking falling damage.

### EPISTLE FROM HELL

*Wonderous Item, legendary*

This folded sheet of parchment is written in the blood of its author. When the parchment is unfolded, a *magic mouth* appears on the page and begins speaking the letter's contents. This magic mouth is filtered through a spell effect similar to *comprehend languages*, allowing all creatures within 60 feet to hear and understand the *magic mouth's* words. The original letter is written and spoken in Celestial.

The letter explains that its author, Acindra of Netheril, was forced to help in the construction of the Ebon Corridor and Adamant Hourglass because of her knowledge of the Lower Planes and her expertise in chronomancy (time magic). While helping craft “Floor Seven - Realm of the Lost”, Acindra built a tiny gate to Maladomini, ostensibly to allow the suffering cries of anguish to echo throughout this chamber. What she actually hoped, however, was that this paper-thin gate would be an escape route out of Hell. To her disappointment, when she was locked in Maladomini, this unstable “door” did not allow her to escape, but did at least allow her to slip this parchment through.

Acindra presumes that anyone finding the *epistle from Hell* must be an enemy of evil. As such, she knows time is against them. Using her knowledge of chronomancy, she can create a localized temporal fold, allowing those creatures that agree to help her to benefit from a short rest by resting for only six seconds rather than spending a full hour. To obtain this gift, creatures must become signatories: leaving a mark, either their blood, sigil, name, or sign (heraldic device, mage sigil, bloody thumbprint etc.) at the bottom of the sheet. Doing so indicates the creature's willingness to accept Acindra's gift, but also her price: if signatories survive this mission and return to the Prime Material, they must immediately look into her case and, if they determine she is innocent, must immediately attempt to rescue her from the seventh level of Hell - Maladomini.

Once all participating creatures have left their mark on the contract (thus becoming signatories), the parchment need only be folded and placed on the floor where it was found. Instantly, the parchment will disappear. All signatories standing within 60 feet of the parchment's location gain the effect of a short rest over the next six seconds (one round). Those who did not become signatories do not gain the benefit of a short rest nor are they bound to the contract with Acindra.

This magical item only functions while in the Ebon Corridor/Adamant Hourglass. This item can only be used once.

Acindra hints about consequences of breaking this contract. It is up to the DM to decide how to proceed after this adventure is complete. The adventurers should feel there are serious and real consequences in the event of their failure to satisfactorily meet their obligations.

# Appendix F: Bestiary

## CHRONOTYRN

Large monstrosity, lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 294 (28d10+140)

**Speed** 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	21 (+5)	21 (+5)	22 (+6)	17 (+3)	26 (+8)

**Saving Throws** Str +15, Dex +11

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

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Celestial, Draconic, Giant, Infernal, Orc, Undercommon

**Challenge** 18 (20,000 XP)

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

**Magic Weapons.** The chronotyrn's weapon attacks are magical.

**Innate Spellcasting.** The chronotyrn's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *blink*, *mage hand*  
3/day each: *time stop*, *disintegrate*, *teleport*  
1/day each: *plane shift*, *feeblemind*

## ACTIONS

**Multiattack.** The chronotyrn can make four attacks: two with its rake, one with its bite and one with its feather flurry.

**Rake.** Melee Weapon Attack: +14 to hit, reach 10 ft., Hit: 26 (4d8+8) slashing damage.

**Bite.** Melee Weapon Attack: +14 to hit, reach 10 ft., Hit: 25 (3d10+8) piercing damage.

**Feather Flurry.** Ranged Weapon Attack: +11 to hit, reach 60 ft., Hit: 31 (4d12+5) slashing damage.

**Sonic Screech.** Three times per day, a chronotyrn can send forth a burst of ear piercing sound affecting any creatures within 20 ft of it. This attack deals 65 (10d12) thunder damage, or half as much on a successful Constitution saving throw (DC 19).

## CHRONOTYRN APPRENTICE

Large monstrosity, lawful evil

**Armor Class** 18 (natural armor)

**Hit Points** 232 (24d10+100)

**Speed** 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	21 (+5)	22 (+6)	17 (+3)	26 (+8)

**Saving Throws** Str +13, Dex +10

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

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Celestial, Draconic, Giant, Infernal, Orc, Undercommon

**Challenge** 15 (13,000 XP)

**Magic Resistance.** The chronotyrn apprentice has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The chronotyrn apprentice's weapon attacks are magical.

**Innate Spellcasting.** The chronotyrn apprentice's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *blink*, *mage hand*  
3/day each: *time stop*, *disintegrate*  
1/day each: *plane shift*, *feeblemind*

## ACTIONS

**Multiattack.** The chronotyrn can make three attacks: one with its rake, one with its bite and one with its feather flurry.

**Rake.** Melee Weapon Attack: +11 to hit, reach 10 ft., Hit: 19 (3d8+6) slashing damage.

**Bite.** Melee Weapon Attack: +11 to hit, reach 10 ft., Hit: 17 (2d10+6) piercing damage.

**Feather Flurry.** Ranged Weapon Attack: +10 to hit, reach 60 ft., Hit: 18 (2d12+5) slashing damage.

**Sonic Squawk.** Once per day, a chronotyrn can send forth a burst of ear piercing sound affecting any creatures within 20 ft of it. This attack deals 32 (5d12) thunder damage, or half as much on a successful DC 18 Constitution saving throw.

## AZYLDAIN, MANTLED PIT FIEND

Large fiend (devil), lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 300 (24d10+168)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

**Saving Throws** Dex +8, Con +13, Wis +10

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 14

**Languages** Infernal, telepathy 120 ft.

**Challenge** 23 (50,000 XP)

**Fear Aura.** Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a **DC 21 Wisdom** saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

**Magic Resistance.** The pit fiend has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The pit fiend's weapon attacks are magical.

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

At will: *detect magic*, *fireball*

3/day each: *hold monster*, *wall of fire*

**Mantle of Tiamat.** Azyldain has advantage on saving throws against being knocked unconscious.

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

## ACTIONS

**Multiattack.** The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

**Bite.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: (4d6 + 8) piercing damage. The target must succeed on a **DC 21 Constitution** saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Claw.** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: (2d8 + 8) slashing damage.

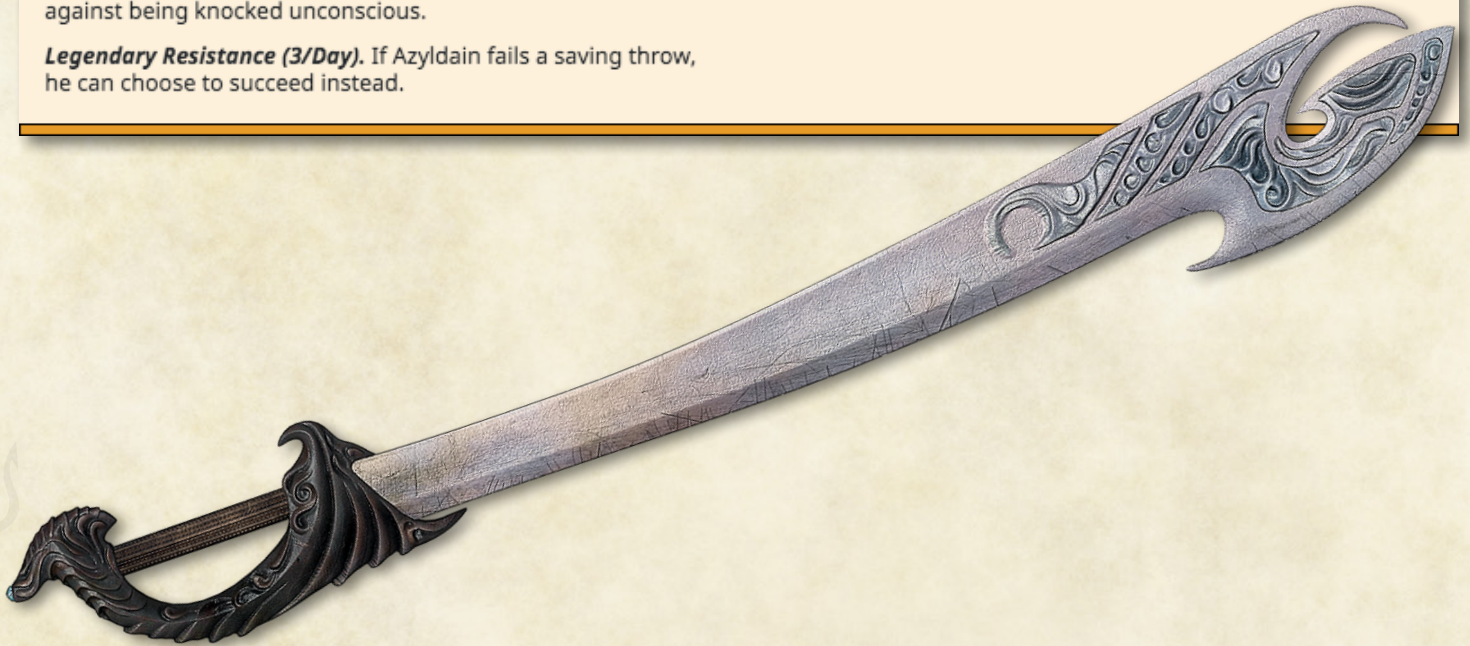
**Mace.** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: (2d6 + 8) bludgeoning damage plus (6d6) fire damage.

**Tail.** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: (3d10 + 8) bludgeoning damage.

### Azyldain Variant.

**Summon Abishai (1/Day).** The devil chooses what to summon and attempts a magical summoning. A pit fiend summons 1d4 white abishai, or 1d4 black abishai, or one green abishai with no chance of failure. A summoned devil appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other devils. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

**Mantle of Tiamat.** Azyldain has five different chromatic dragon heads on his back and shoulders in addition to his normal Pit Fiend head. If the ritual has not yet been completed, if one of the chromatic crystals is destroyed, the head related to that crystal sloughs off and falls at Azyldain's feet (Example: if the white chromatic crystal is destroyed, the white dragon head sloughs off). As long as one crystal remains intact, Azyldain is considered to be wielding the Mantle of Tiamat, and can therefore take legendary actions.



## LEGENDARY ACTIONS

While wielding the Mantle of Tiamat, Azyldain can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Azyldain regains spent legendary actions at the start of his turn. Azyldain's legendary actions are associated with his five dragon heads (a bite and a breath weapon for each). Once he chooses a legendary action for one of his heads, he can't choose another one associated with that head until the start of his next turn.

**Bite.** (costs 1 legendary action) Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 16 (2d10+5) slashing damage plus:

- Black Dragon Head: 4 (1d8) acid damage.
- Blue Dragon Head: 5 (1d10) lightning damage.
- Green Dragon Head: 7 (2d6) poison damage.
- Red Dragon Head: 3 (1d6) fire damage
- White Dragon Head: 4 (1d8) cold damage.

### Breath.

*Black Dragon Head:* acid Breath (costs 2 legendary actions). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a **DC 14 Dexterity** saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

*Blue dragon head:* lightning breath (costs 2 legendary actions). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a **DC 16 Dexterity** saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

*Green dragon head:* Poison Breath (costs 2 legendary actions). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a **DC 14 Constitution** saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

*Red dragon Head:* Fire Breath (Costs 2 legendary actions) The dragon exhales fire in a 30-foot cone. Each creature in that area must make a **DC 17 Dexterity** saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

*White Dragon Head:* Cold Breath (Costs 2 legendary actions). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a **DC 15 Constitution** saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

### Chromatic crystal dependent.

If the ritual has not yet been completed, Azyldain retains the **chromatic crystal dependent** quality. If a chromatic crystal is destroyed, its related dragon head sloughs off and falls at Azyldain's feet. Actions and legendary actions related to any dragon head that has sloughed off cannot be used. (Example: if the white chromatic crystal has been destroyed, the white dragon head sloughs off, and Azyldain cannot use actions or legendary actions related to the white dragon head.)

If the ritual has been completed, Azyldain loses the **chromatic crystal dependent** quality, meaning that even if a chromatic crystal is destroyed, the head related to it does not slough off. (Example: if the white crystal is destroyed, it does not cause the white dragon head to slough off, and Azyldain can continue to take actions or legendary actions related to the white dragon head)



## AZYLDAIN, MANTLED ADULT DRAGON

*Huge dragon, lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 225 (18d12+108)

**Speed** 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

**Saving Throws** Dex +5, Con +11, Wis +7, Cha +9

**Skills** Perception +12, Stealth +5

**Damage Immunities** lightning

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 16 (15,000 XP)

**Mantle of Tiamat.** Azyldain has advantage on saving throws against being knocked unconscious.

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

### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: (2d10 + 7) piercing damage plus (1d10) lightning damage.

**Claw.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: (2d6 + 7) slashing damage.

**Tail.** Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: (2d8 + 7) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a **DC 17 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Lightning Breath (Recharge 5-6).** The dragon exhales lightning in a 90-foot line that is 5 ft. wide. Each creature in that line must make a **DC 19 Dexterity** saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

When in Mantled adult blue dragon form, Azyldain can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Azyldain regains spent legendary actions at the start of her turn. Azyldain's legendary action options are associated with her five dragon heads (a bite and a breath weapon for each). Once she chooses a legendary action option for one of her heads, she can't choose another one associated with that head until the start of her next turn.

**Bite.** (costs 1 legendary action) Melee weapon attack: +14 to hit, reach 10ft., one target. Hit 15 (2d10+4) slashing damage plus:

Black Dragon Head: (1d8) acid damage.

Blue Dragon Head: (1d10) lightning damage.

Green Dragon Head: (2d6) poison damage.

Red Dragon Head: (2d6) fire damage.

White Dragon Head: (1d8) cold damage.

**Breath.**

**Black Dragon Head:** acid Breath (costs 2 legendary actions). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a **DC 18 Dexterity** saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

**Blue dragon head:** lightning breath (costs 2 legendary actions). The dragon exhales lightning in a 90-foot line that is 5 ft. wide. Each creature in that line must make a **DC 19 Dexterity** saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

**Green dragon head:** Poison Breath (costs 2 legendary actions). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a **DC 18 Constitution** saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

**Red dragon Head:** Fire Breath (Costs 2 legendary actions) The dragon exhales fire in a 60-foot cone. Each creature in that area must make a **DC 21 Dexterity** saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

**White Dragon Head:** Cold Breath (Costs 2 legendary actions). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a **DC 19 Constitution** saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

## AZYLDAIN, MANTLED ANCIENT DRAGON

Gargantuan dragon, lawful evil

**Armor Class** 22 (natural armor)

**Hit Points** 481 (26d20+208)

**Speed** 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

**Saving Throws** Dex +7, Con +15, Wis +10, Cha +12

**Skills** Perception +17, Stealth +7

**Damage Immunities** lightning

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 27

**Languages** Common, Draconic

**Challenge** 23 (50,000 XP)

**Mantle of Tiamat.** Azyldain has advantage on saving throws against being knocked unconscious.

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

### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: (2d10 + 9) piercing damage plus (2d10) lightning damage.

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

**Tail.** Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: (2d8 + 9) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 20 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Lightning Breath (Recharge 5-6).** The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a **DC 23 Dexterity** saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

When in Mantled ancient blue dragon form, Azyldain can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Azyldain regains spent legendary actions at the start of her turn. Azyldain's legendary actions are associated with her five dragon heads (a bite and a breath weapon for each). Once she chooses a legendary action for one of her heads, she can't choose another one associated with that head until the start of her next turn.

**Bite.** (costs 1 legendary action) Melee weapon attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus:

*Black Dragon Head:* (2d8) acid damage.

*Blue Dragon Head:* 11 (2d10) lightning damage.

*Green Dragon Head:* 10 (3d6) poison damage.

*Red Dragon Head:* 14 (4d6) fire damage.

*White Dragon Head:* 9 (2d8) cold damage.

**Breath.**

*Black Dragon Head:* acid Breath (costs 2 legendary actions). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a **DC 22 Dexterity** saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

*Blue dragon head:* lightning breath (costs 2 legendary actions). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a **DC 23 Dexterity** saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

*Green dragon head:* Poison Breath (costs 2 legendary actions). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a **DC 22 Constitution** saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

*Red dragon Head:* Fire Breath (Costs 2 legendary actions) The dragon exhales fire in a 90-foot cone. Each creature in that area must make a **DC 24 Dexterity** saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

*White Dragon Head:* Cold Breath (Costs 2 legendary actions). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a **DC 22 Constitution** saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

My fellow rebels,

I am Acindra of Netheril. Time is against us, so I shall be brief: ages ago, I was forced to aid in the construction of this Ebon Corridor and the Adamant Hourglass. Knowing I would be condemned to Maladomini, the seventh level of Hell, I volunteered to work on the seventh floor of this Adamant Hourglass. I created a paper-thin gate allowing the cries of woe and agony from Maladomini to be heard upon this floor. I hoped to use this gate as an escape route from Hell. Alas, my magic was not potent enough. Instead of opening a door, I am reduced to sliding this parchment beneath it, as it were. I have been imprisoned in Maladomini without just cause and deserve a second chance. If you are listening to or reading these words then the Ebon Corridor has undoubtedly opened and great evil threatens the multiverse. Leave your mark on this parchment, be it your name, sigil, sign, or even a drop of your blood, and I will grant you a marvelous boon: you shall feel one hour's rest compressed into a mere six seconds time! For me to cast this spell, simply leave your mark upon the parchment. This mark binds you to our deal. Once you fold the parchment and place it back where you found it, it will appear beside me and I will grant this boon to those signatories standing within sixty feet of the parchment. The price I exact for this boon is no small matter: each of those who left their mark must investigate the merits of my case immediately upon returning to the Prime Material. If you find me to be truthful, you must immediately attempt a rescue mission into Maladomini to free me. This is the price. I trust you are beings of honor and would not break this agreement, however, if you are tempted to do so, know that I have powerful allies who will be watching you and informing me of your progress. I await your response, but be swift! Time marches on...



# Appendix G: Adjusting Encounters

**Attack on Avernus: The Wrath of Tiamat!** is written for four to six characters ranging from level 17 to 20. The encounter tables within the text assume an Average Party Level (APL) of 18. The recommended Average Party Level (APL) is 18. To determine APL, add the total levels of all your characters and divide by the total number of characters in the party (round .5 or greater up, .4 or less down).

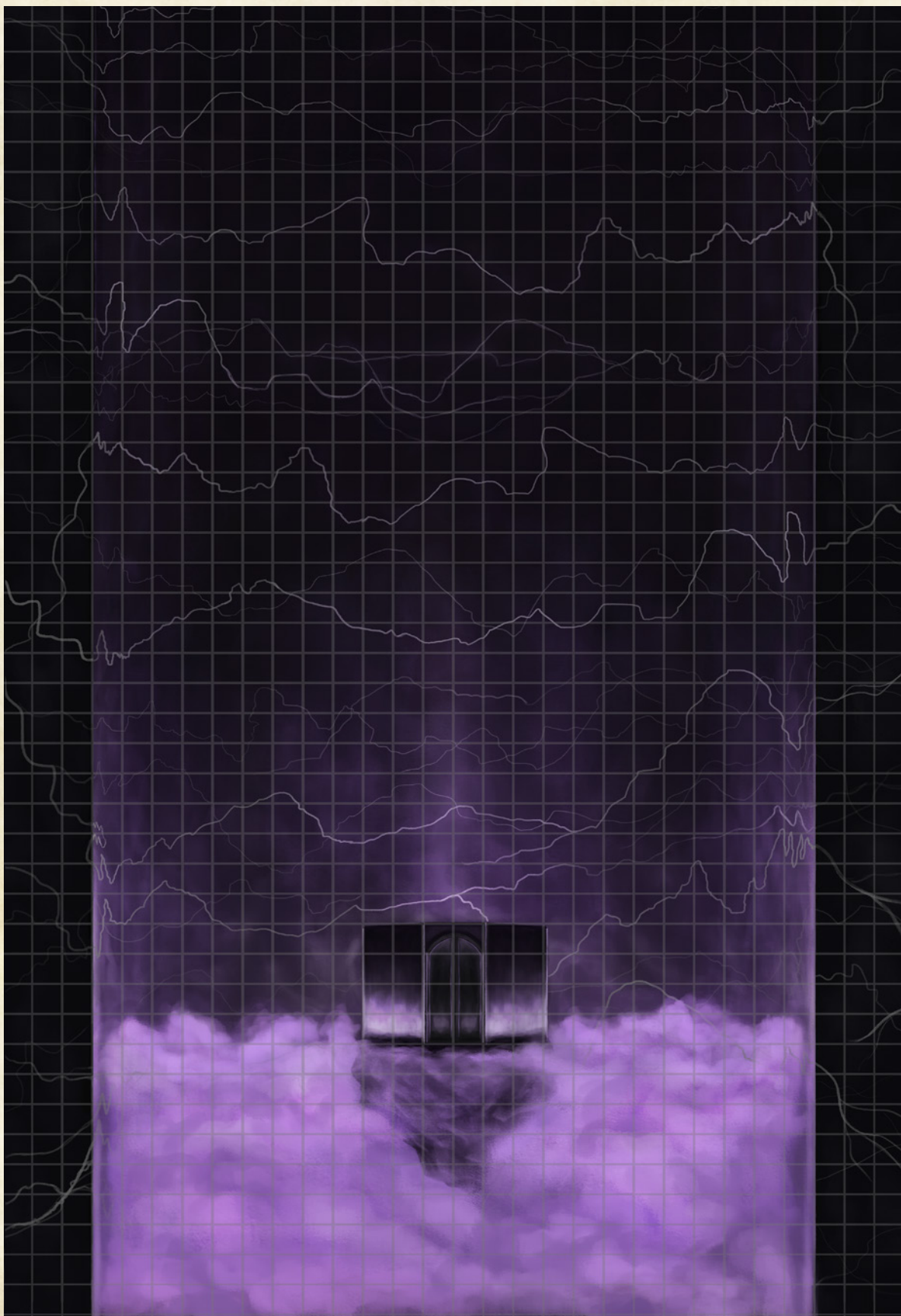
## Challenge Rating and Average Party Level

Party Composition	Comparative APL status	Strength
4 characters	APL less than 18	Very weak: remove two lowest CR foes from each encounter if feasible
4 characters	APL equivalent to 18	Optimal: run encounters as written
4 characters	APL greater than 18	Strong: add one lowest CR foe to each encounter if feasible
5 characters	APL less than 18	Weak: remove one lowest CR foe from each encounter if feasible
5 characters	APL equivalent 18	Optimal: run encounters as written
5 characters	APL greater than 18	Strong: add one lowest CR foe to each encounter if feasible
6 characters	APL less than 18	Weak: remove one lowest CR foe from each encounter if feasible
6 characters	APL equivalent 18	Optimal: run encounters as written
6 characters	APL Greater than 18	Strong: add one lowest CR foe to each encounter if feasible





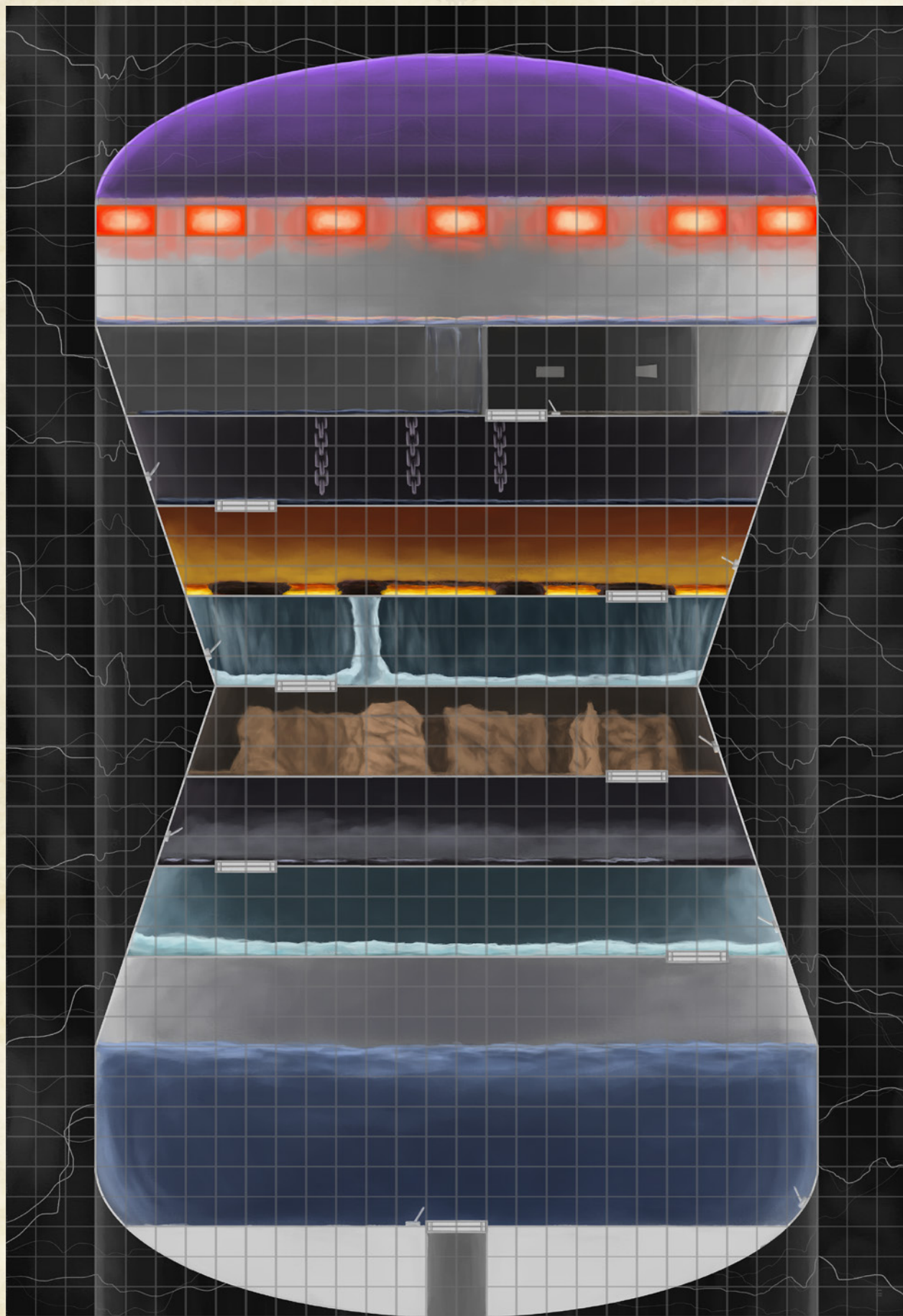
# Appendix H: Maps





Attack on Avernus: The Wrath of Tiamat

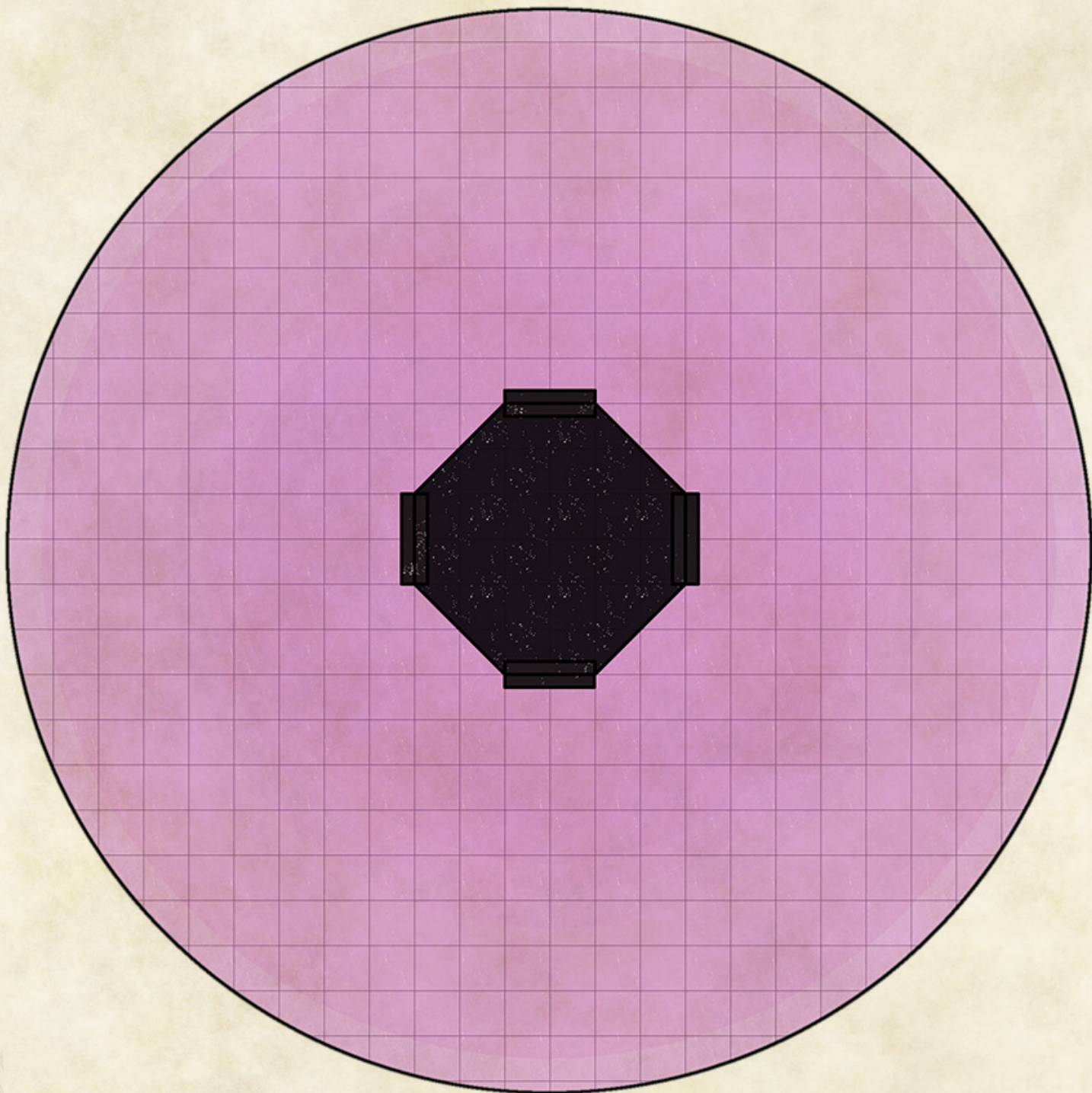






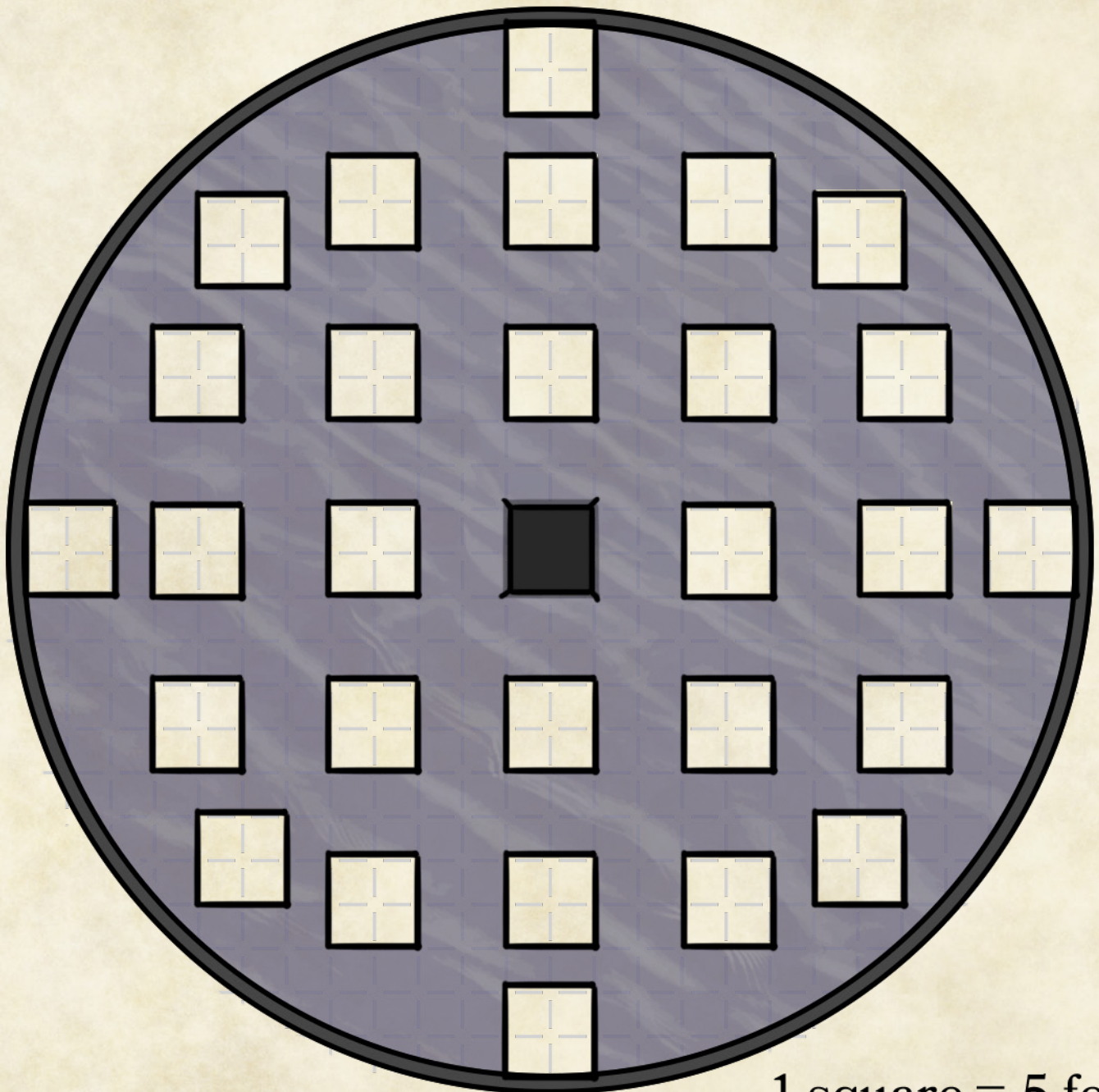
*Attack on Avernus: The Wrath of Tiamat*







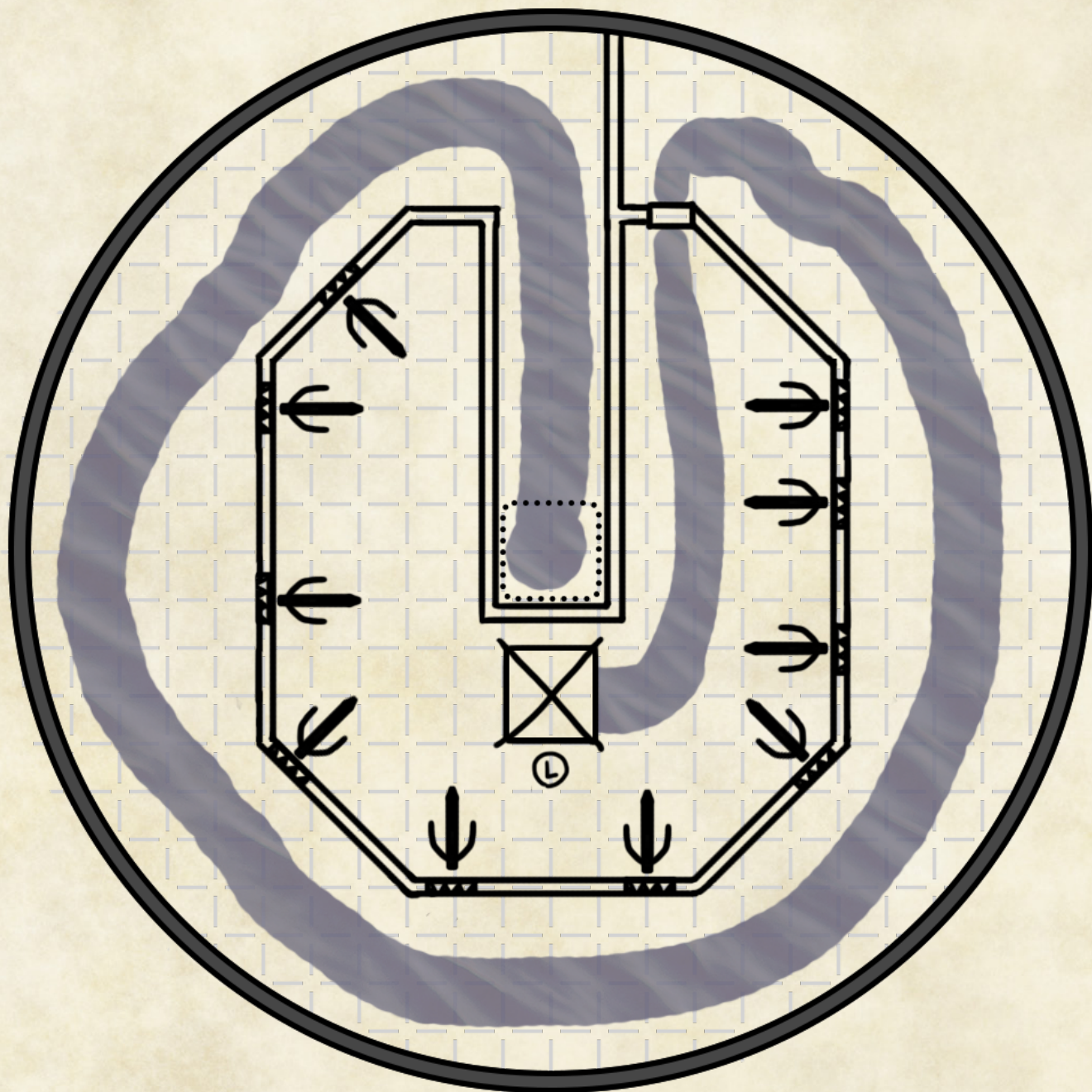
# First Floor - Forceful Guardians



1 square = 5 feet



# Second Floor - Draconic Breath

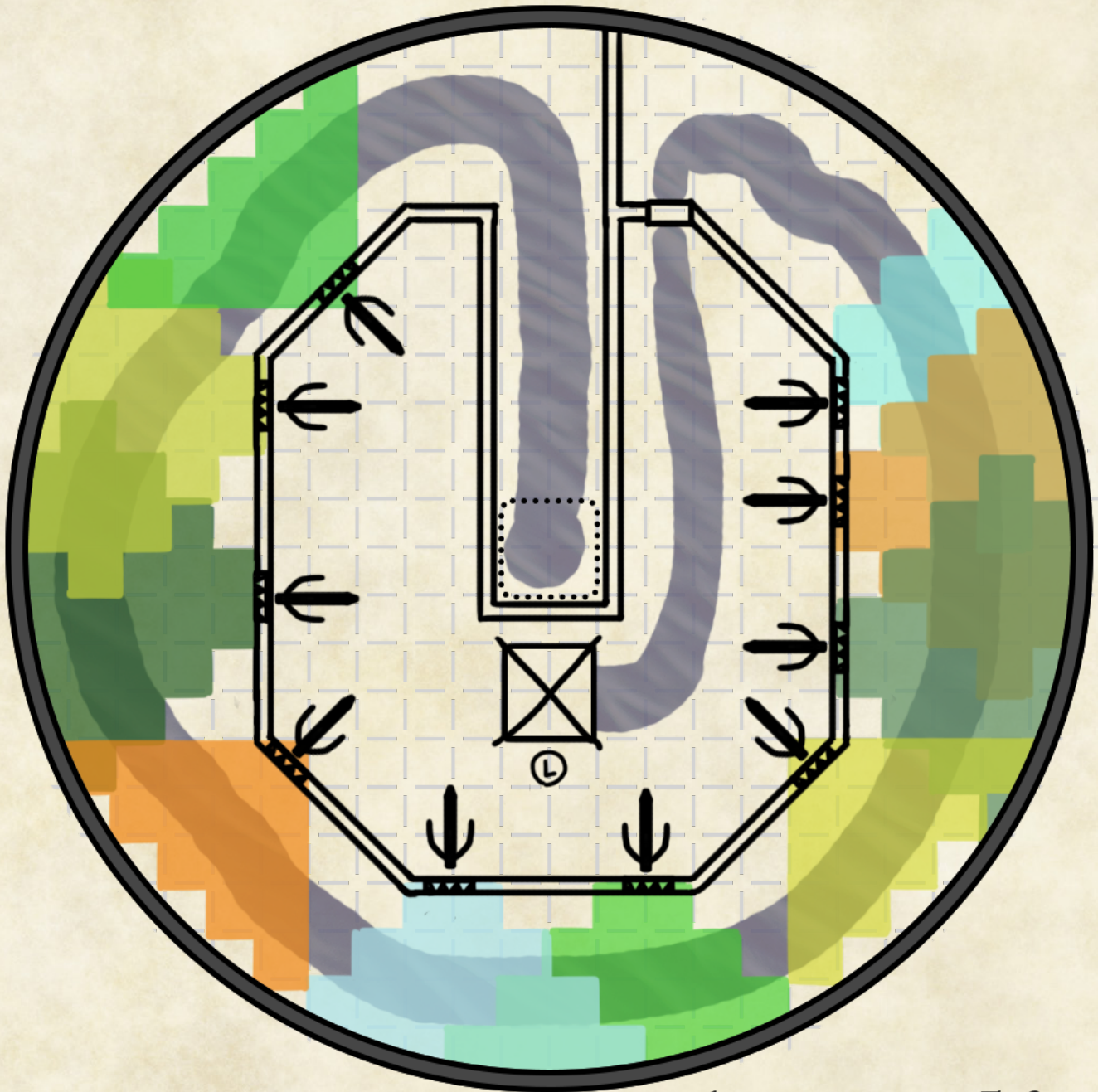


1 square = 5 feet





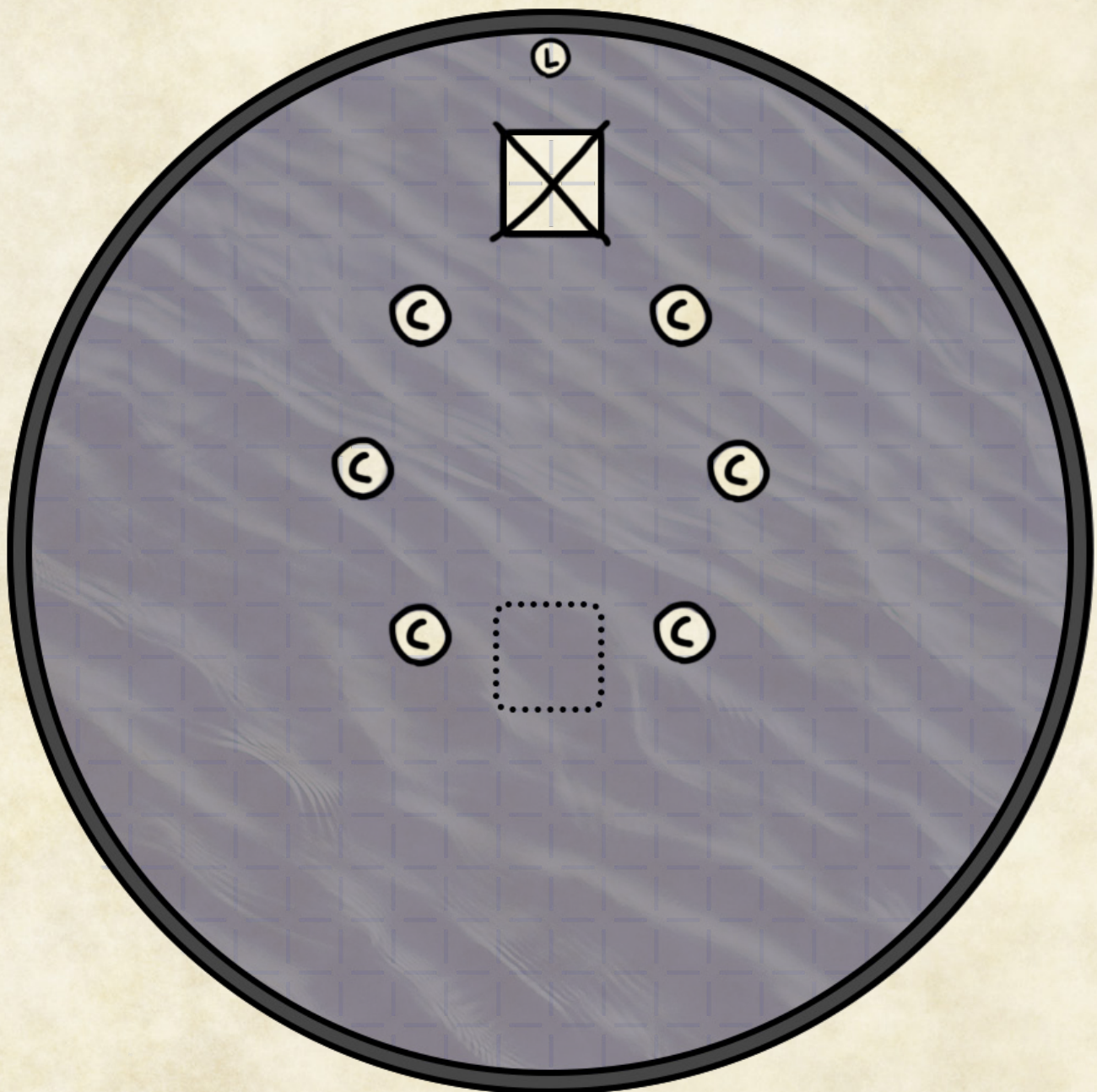
# Second Floor - Draconic Breath



1 square = 5 feet



# Third Floor - Acid and Chains



1 square = 5 feet

# Fourth Floor - Magma Devils



1 square = 5 feet



# Fifth Floor - Ice and Snow



1 square = 5 feet



# Sixth Floor - Meteor Shower



1 square = 5 feet

# Seventh Floor - Realm of the Lost



1 square = 5 feet

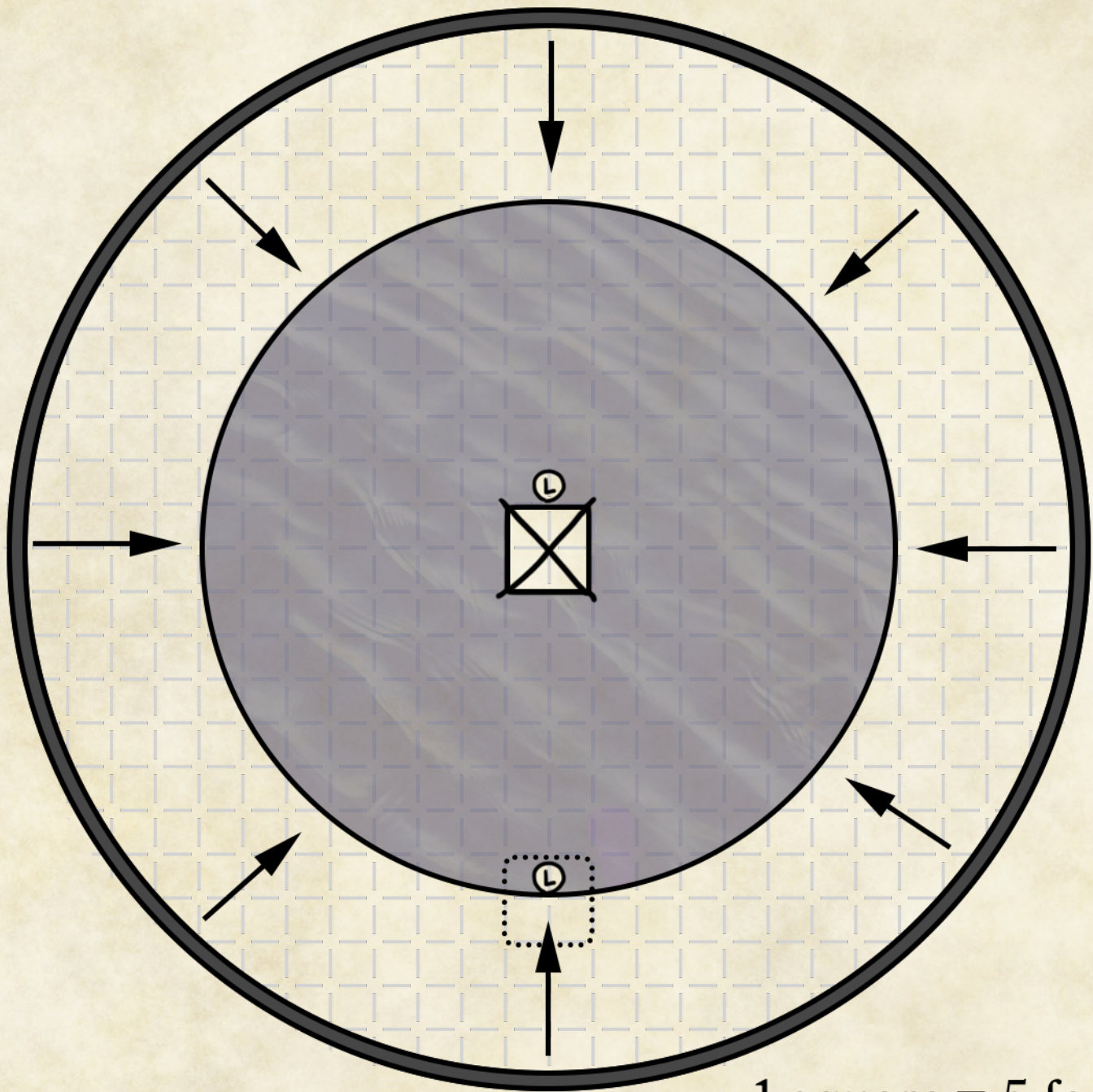
# Eighth Floor - Arctic Assault



1 square = 5 feet

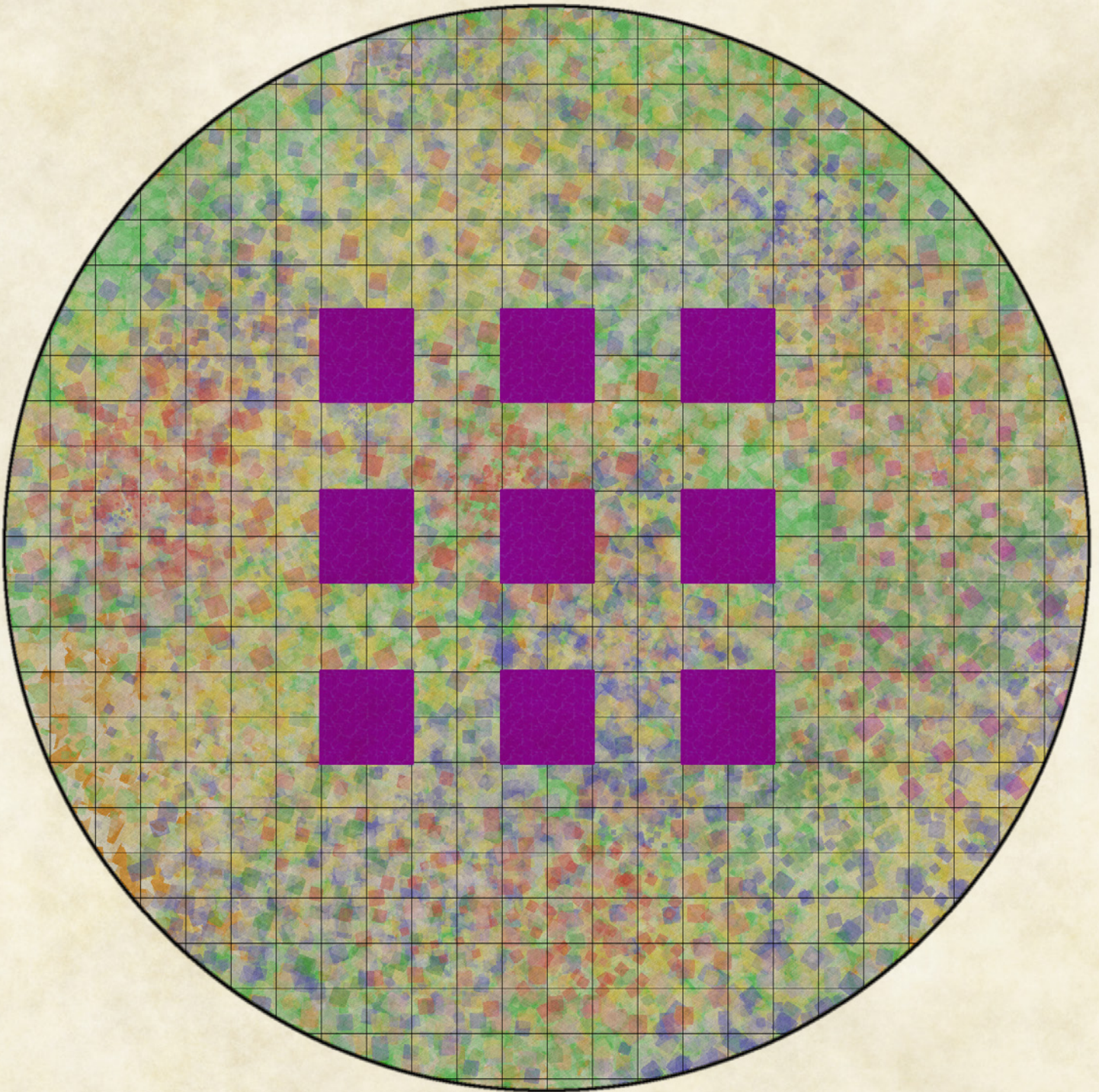


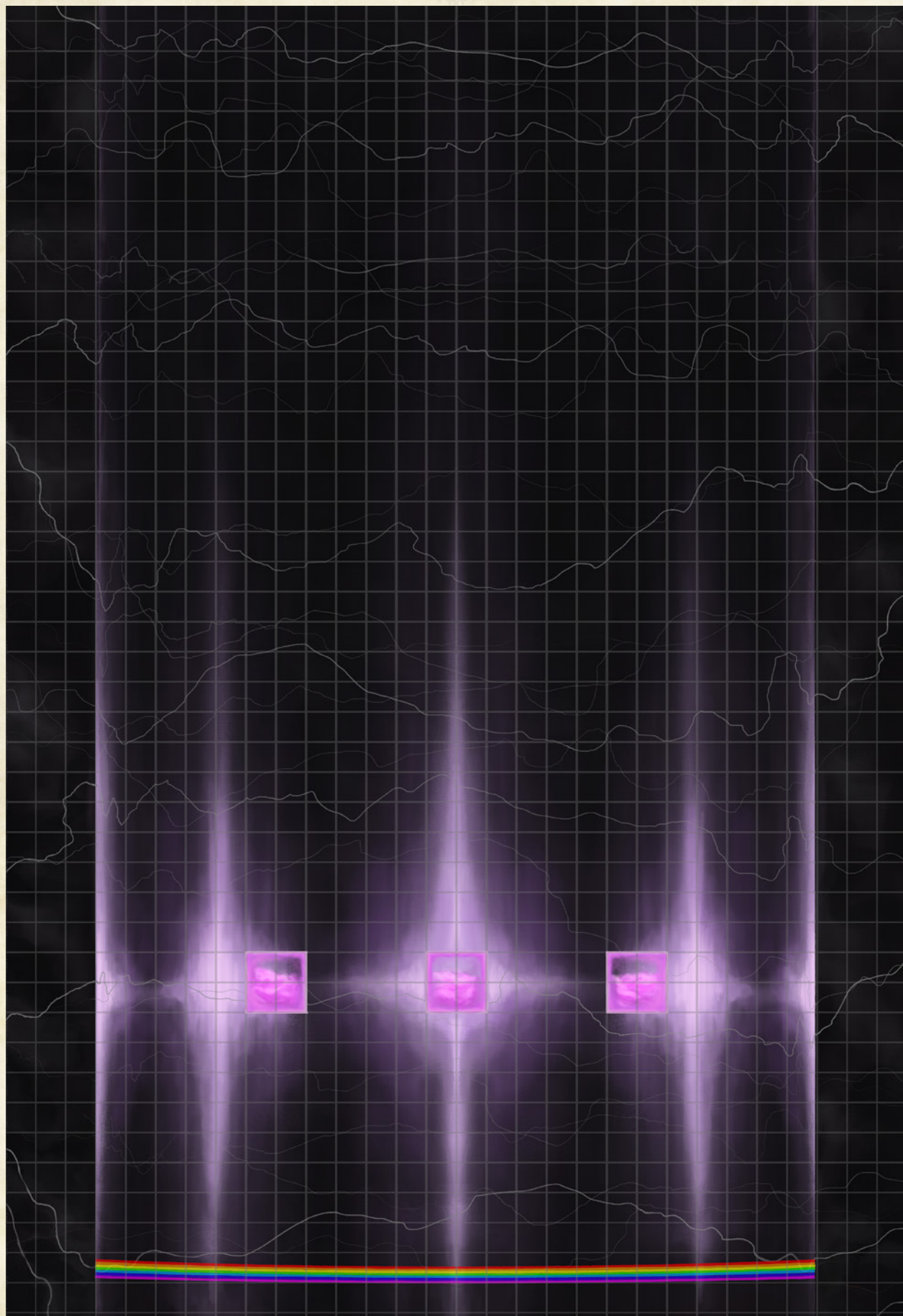
# Ninth Floor - Dragons of the Styx

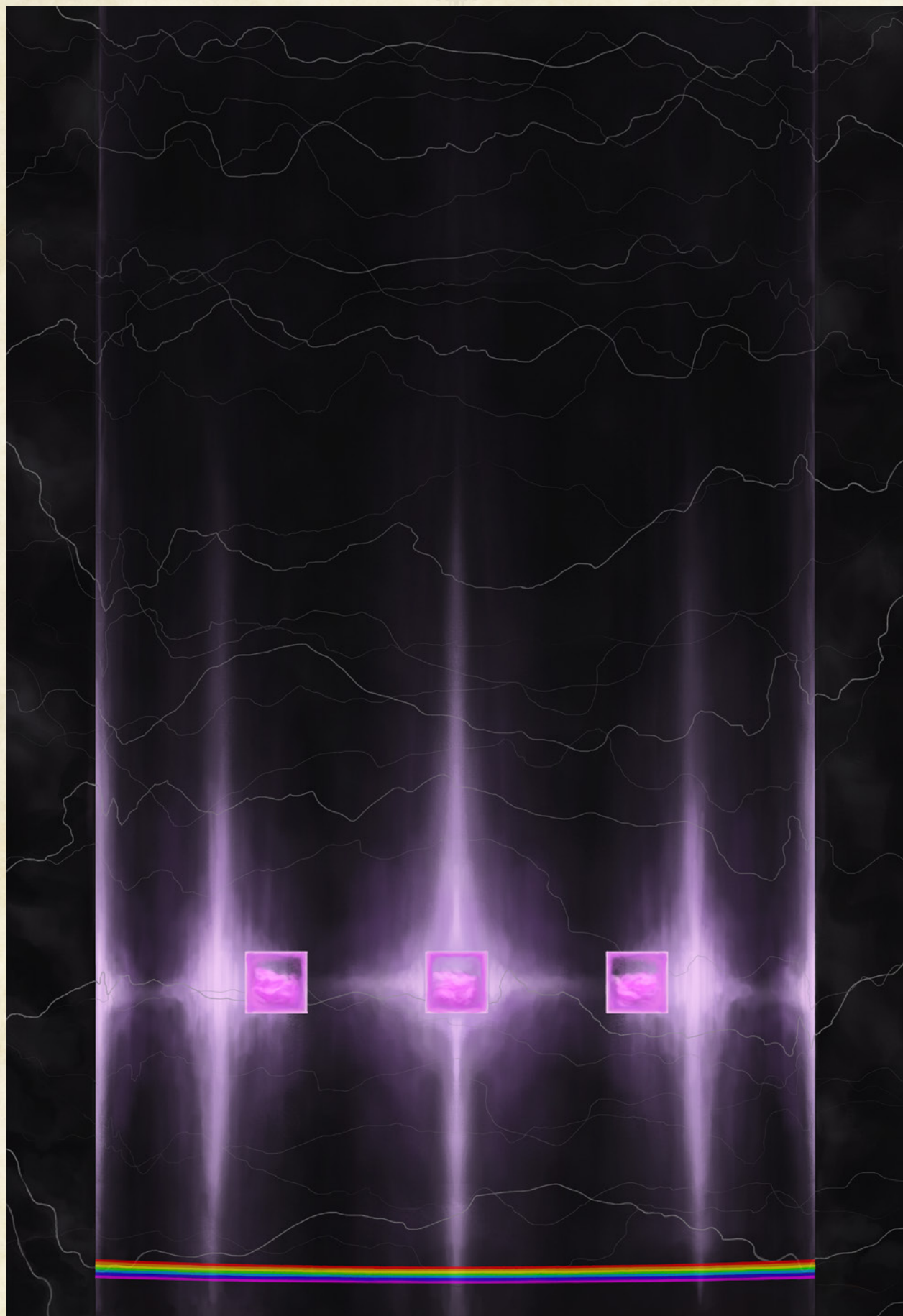


1 square = 5 feet









Attack on Avernus: The Wrath of Tiamat



