The Price of a Soul

Publisher: Pyromaniac Press
Author: Micah Watt
Layout: Micah Watt
Editor: Justyn Johnston
Cover Art: Dante Cifaldi
Internal Art: Dante Cifaldi, Dean Spencer, GrizzlyBDraws, Forrest Imel, Freddy Lopez, DMsGuild Creator Resource (Varied)
Cartography: Dante Cifaldi, Derek Ruiz, Dyson Logos
Backgrounds: Dante Cifaldi

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Table of Contents

Introduction	**3**
Chapter 1 - A Clandestine Job	**4**
Chapter 2 - Avernus	**15**
Chapter 3 - The Frozen Wastes of Stygia	**26**
Conclusion - The Price of a Soul	**33**
Magic Items	**34**
Bestiary	**34**
Author Biography and References	**41**

Introduction

This adventure, continues and expands upon both the events of the adventure; *Temple of the Opal Goddess*, and *Baldur's Gate: Descent into Avernus*. The adventure can be run as a one shot, without having played either of these adventures, but using these resources allows for a deeper story to be told. Two other resources – the *Bloodwar Bestiary* and *Heroes of Hell* – are referenced and recommended, but all required material is reproduced in this product.

This adventure, for 3-6 characters, can be run at either tier 2 (character levels 5-10) or tier 3 (character levels 11-16). Alterations and advice for each tier is denoted by the text color change – **Green** for tier 2 and **Blue** for tier 3.

Background

Lashpera, the Opal Goddess, was a mortal whose tyrannical acts to achieve power earned her the attention of the demon lord Fraz-Urb'luu. Her posession of an opal artifact allowed her to consolidate power, but she was eventually overcome by adventurers, and her soul was claimed by the demon lord, who twisted her into a unique demon slave. After serving her master and biding her time, she escaped back to the mortal world and tricked a young nobleman into launching an expedition to regain her opal. After being captured by an orc tribe, adventurers were dispatched to rescue them. In the ensuing events, Lashpera was able to reclaim her opal and her lost power. These events are played out in *Temple of the Opal Goddess*.

Synopsis

After establishing herself as a player in the Baldur's Gate underworld, Lashpera turned her attention to a personal matter. While in disguise and attempting to reclaim her lost power, she seduced the orc shaman Suthrain, and quickly became romantically involved with her. Upon the shaman's death, Lashpera learned that her new lover's soul was consigned to Hell, after making a deal with one of the layer's archdevils – though she's unsure of which one. Lashpera is now seeking adventurers to locate and liberate the lost soul.

The characters become involved with the adventure; hired by an outside party to inþltrate The Dark Delight, Lashpera's house of entertainment, and retrieve (and optionally replace) an enchanted sensor used for information gathering.

Regardless of the outcome of the heist, the characters come to the attention of the house mistress, who offers them another job; one that will take them into Avernus, seeking the whereabouts of Suthrain's soul. She has a skull that has "escaped" from the Pillar of Skulls – a devilish repository of knowledge. She proposes the characters return the skull as payment for the knowledge of the whereabouts of Suthrain's soul, and then retrieve it. The skull is in a cage, is sentient, and objects to this course of action. The characters enter Avernus via a portal, appearing in a base camp under Lashpera's control. Depending on the outcome of the initial heist, the characters are provided with resources and assistance. They then set off across Avernus.

The skull – Morte – proposes an alternative payment for the Pillar, and where to obtain it. The Pillar is kept "moist" with the blood of creatures; the more exotic, the more desirable. Morte knows where there's a wounded angel, and suggests they take, or bargain for, its blood. The characters decide if they want to take on the side mission or not. The angel resides in a ruined fortress, having warded the place against þendish incursion. However, three groups contest the site, seeking the angel for their own desires. The characters can defend the wounded celestial, or try to use the ensuing melee to abscond with some of its blood. They can choose to bargain with it, as everything in Hell, even a creature's blood, has its price.

Arriving at the Pillar of Skulls, the characters pay the pillar (in a fashion of their choice) and learn that the soul was taken to Processing Station #1522, one of many in a multitude of locations, designed to correctly identify and transfer claimed souls. They can glean the location of the center easily enough.

Processing Station #1522 is a nightmare of red tape and bureaucracy. The party will have to bribe, intimidate, or slaughter their way past the red tape to speak to the correct processing supervisor that has that information. A bribe gives them the information they desire. The soul was processed and claimed by the ice devil (gelugon) factior of Levistus, residing in a tower on the frigid layer of Stygia.

At the heart of the tower, the heroes are confronted with the image of Levistus in a magical ice mirror, who offers them a bargain. The soul in return for taking a chunk of enchanted ice back to the prime material plane, and tossing it into the bay of Baldur's Gate. They can either bargain or þght, obtaining the soul in either case, but must contend with the consequences of their actions.

Chapter 1: A Clandestine Job

The characters are approached in one of several ways for a clandestine job. Choose one of the following, or create a hook appropriate to your group:

- If the characters are part of the Harpers faction, or are known to the faction through a mutual contact, Beldren approaches them directly as an agent.
- If the characters have generated a reputation either as heroes of good moral standing, or have skills in clandestine entry (i.e. breaking and entering), they are approached more cautiously by Beldren, who does not reveal his Harper allegiance unless it later becomes relevant.
- If the party is actively making it known they are looking for work, they are approached as hirelings.
- If the party played through *Temple of the Opal Goddess* and are not directly allied with Lashpera, the Harpers have uncovered many of the details of that excursion – hence the attempted scrying (see below) – and know the characters have a connection to the demon.

The characters are approached at their usual hangout (or are invited by their contact to a local tavern or similar place) by a well-dressed gnome in a gray suit, pink shirt, and highly polished black boots. He carries a small cane, tipped with a stylized, silver dragon head, and his black hair and beard are cut short, and smoothed down. His name is Beldren the Adroit (he uses the appellation with aplomb). After the obligatory pleasantries and introductions, he gets down to business.

There is a tavern and gambling hall down by the docks called The Dark Delight. It is an entertainment establishment of less than stellar repute, which rumours suggests is a hub for illicit dealings and plots. It is run by a mysterious woman known as Lashpera. Perhaps you have heard of her?

I represent a certain group that keeps tabs on criminal activity, and was tasked with gathering information on any such dealings within the establishment. My þrst foray got me marked by one of their people ð a sharp eyed halÿing woman who serves as the hostess. I then tried to smuggle in a crystal decanter scrying focus. Unfortunately, to the best of my knowledge, it was shipped in but never unpacked.

What I would like is for you to inþltrate the establishment,