



# DAY OF THE DEVIL

## An Avernus Rising Adventure

The streets of Baldur's Gate run red with blood. Old blood. The blood of Hellriders. Someone or something is punishing the children for the sins of the father and it's time to put it to an end. Who and where is Gharizol?

Part Three of the *Betrayal is in the Blood* series of adventures.

*A Two-to-Four Hour Adventure for 1st through 4th Level Characters.*

Optimized For: APL 3



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# ADVENTURE PRIMER

“The usual walls of defense about mankind have such a gap made in them, that the very devils are broke in upon us, to seduce the souls, torment the bodies, and consume the estates of our neighbors.”

—The Wonders of the Invisible World

This adventure is designed for **three to seven 1st- to 4th-level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in Baldur’s Gate on the Sword Coast of Faerûn.

## ADVENTURE BACKGROUND

Nothing of the holy city of **ELTUREL** remains after the archdevil **ZARIEL** pulled the city and its residents into **AVERNUS**, the first layer of the **NINE HELLS**. Some lucky refugees have found their way to **BALDUR’S GATE**—hoping to find solace from the dangers **ELTUGARD** faces without the protection of the **HELLRIDERS**. Among the refugees is the young cleric **DARA** and her two mysterious guardians.

The Gate, however, isn’t a place of solace or safety: **GHARIZOL**, a devil in Zariel’s service, is preying upon the descendants of the Hellriders that betrayed her before her fall from grace.

## ADVENTURE OVERVIEW

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

- **Call to Action: A Bloody Spectacle.** The characters are in the marketplace, listening to Duke Dillard Portyr warn the citizens about the mysterious Gharizol. His speech is cut short by his spectacular and gory death.
- **Part 1: Market Massacre.** The characters must defeat the devils in the marketplace and locate the assassin. This is **Story Objective A**.
- **Part 2: Infernal Assault.** The characters go to the warehouse that is housing the refugees to defend them against Gharizol and a host of cultists. This is **Story Objective B**.
- **Bonus Objective A: Devil Dash.** The characters are attacked by a pack of devils and must race to the warehouse. This **bonus objective** is described in **Appendix 1**.
- **Bonus Objective B: Refugee Rescue.** During the battle, a refugee is carried off by the cultists. The characters must find and rescue him before it’s too late. This **bonus objective** is described in **Appendix 2**.

## ADVENTURE HOOKS

If the characters have played the previous adventures in the *Betrayal Is in the Blood* trilogy, they arrived in Baldur’s Gate along with the Eltugardian refugees. They may have decided to stay in town for a few days to ensure the refugees settle in, and likely extended their plans when things in town started getting bloody.

If the characters didn’t play in the previous adventures, or did not form strong bonds with the refugees, use their backgrounds to provide additional hooks. For example:

**Background (Acolyte).** The character knows a local priest who is concerned about the violence breaking out all over the city and beseeches the party to help protect the newly arrived refugees.

**Background (Folk Hero).** There have been reports of infernal activity in the area. The common folk, fearing for their lives, ask the characters to do something about it.

**Background (Soldier).** One of the characters was once a member of the Flaming Fist before resigning to pursue adventuring. A former comrade asks them to help track down a murderous creature named Gharizol.

## ADVENTURE FLOWCHART

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





# CALL TO ACTION: A BLOODY SPECTACLE

**Estimated Duration:** 10 minutes

## AN EXPLOSIVE MEETING

The people of Baldur's Gate are deeply troubled by recent reports of several hideous murders. To settle the populace, **Duke Dillard Portyr**, one of the city's rulers, has organized a special meeting in the marketplace. The characters are attending this meeting along with thousands of others.

### AREA INFORMATION

The famous open-air marketplace of Baldur's Gate is called the Wide and is situated in the Upper City. While it is usually packed with colorful tents and stalls, today the market has been cancelled and the area is full of people waiting to hear from the Duke.

**Dimensions & Terrain.** The Wide is triangular and roughly 600 feet on each side. The dirt underfoot is tightly packed down by generations of foot traffic.

**Weather.** It is a dull, cloudy day.

**Sounds & Smells.** The crowd chatters noisily while waiting. The odor of sweat hangs in the air, mingled with the occasional whiff of perfume.

**Statue.** The only permanent fixture in the Wide is a bronze statue depicting a powerful warrior holding a hamster in his hands. It is called the Beloved Ranger.

**Temporary Stage.** The Duke has arranged for a 6-foot-high temporary stage to be erected on the northeastern side of the marketplace.

### CREATURE INFORMATION

Thousands of people (a mixture of **commoners** and **nobles**) are present listening to the Duke (LN male human **noble**) speak. Four of the Duke's personal **guards** stand beside him protectively, while an additional dozen **guards** of the Watch are scattered around the perimeter of the Wide, alert for trouble.

**What Do They Want?** Duke Portyr is here to try to bolster the citizens' confidence in the ruling council as much as possible. The Duke's guards and the Watch all share a common goal—to be mindful of trouble and to keep the Duke safe from harm.

**What Do They Know?** The Duke knows that the situation in the city is starting to spin out of control. The Watch are on edge, increasingly worried about the rumors of devilish activity in Baldur's Gate.

### CALL TO ACTION: THE DUKE'S SPEECH

The characters are standing in front of the Beloved Ranger, about 150 feet from the stage. The Duke raises his hands and the crowd slowly quiets. He speaks in a loud, occasionally hoarse voice, and pauses often to catch his breath.

The Duke tells the crowd that the ruling council is aware of the grisly murders and has learned the name of the perpetrator: Gharizol. He begins assuring them that all possible steps are being taken to apprehend Gharizol, when he is rudely interrupted.

A blood-red arrow, glowing with infernal light, suddenly streaks from the crowd and strikes the Duke squarely in the chest. He staggers, gasps, and then explodes in a shower of blood and gore. Several devils climb out from his putrid remains before tearing into his guards with vile glee.

### BALDUR'S GATE

Baldur's Gate is built on the steep granite bluffs that flank the river Chionthar. Ruled by the Council of Four, this bustling metropolis houses a little over forty thousand citizens and boasts a thriving harbor. It's a place of commerce, prosperity, and danger.

Often swathed in mist, the steep, narrow streets and tightly packed tenements of the Lower City contrast sharply with the wide avenues and grand houses of the Upper City. The Upper City is kept secure by the Watch, while order in the Lower City is maintained by the Flaming Fist, a mercenary company led by one of the members of the council—Duke Ulder Ravengard. However, Duke Ulder was in Elturel when it fell, leaving the Flaming Fist leaderless, and the city in turmoil.



## PART 1: MARKET MASSACRE

**Estimated Duration:** 40 minutes

### A. DEALING WITH THE DEVILS

The characters must eliminate the devils that emerged from the Duke's remains. As the crowd screams and scatters, ask the players to roll initiative. The characters start near the base of the Beloved Ranger, about 150 feet away from the stage.

#### STORY OBJECTIVE

Defeating the devils is **Story Objective A**.

#### AREA INFORMATION

This encounter takes place in the Wide, described in the Call to Action. Characters investigating the Duke's body learn the following.

**The Duke.** The Duke's body is a vile ruin of gore—barely recognizable as a man. However, the **iron arrow** that struck him is easily found.

**The Arrow.** This pitted iron arrow is very hot and deals 2 (1d4) fire damage to anyone who picks it up without gloves. The *detect magic* spell reveals that it bore strong conjuration magic, although it's now drained and no longer magical.

#### CREATURE INFORMATION

Two **imps** and four **nupperibo** emerge from the ruins of the Duke's body. The large crowd and the Watch are thrown into a screaming panic.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **imps** and two **nupperibo**.
- **Weak:** Remove an **imp** and two **nupperibo**.
- **Strong:** Add an **imp**.
- **Very Strong:** Add an **imp** and two **nupperibo**.

**What Do They Want?** The devils want to kill as many people as possible before being destroyed. The crowd cares for nothing more than escape—heedless of the safety of others. The remaining members of the Watch flee as well, except for two young recruits, Elendra and Ravek (LN human **guards**; female and male, respectively), who stand near the Beloved Ranger statue.

**What Do They Know?** The imps have been summoned to Baldur's Gate to serve Gharizol. The crowd and the Watch have heard rumors of infernal activity in the city, and the slaughter of the Duke has confirmed it. The citizenry knows that it's better to flee than to stay.

**Complications.** At the start of every round, have one of the players roll a d10. Using the result, consult the following table for a possible complication.

#### COMBAT COMPLICATIONS

| d10  | Complication  |
|------|---|
| 1    | A young child falls nearby and is in danger of being trampled to death. It takes an action to help the child stand up and get to safety.            |
| 2    | The marketplace is now lightly obscured by rain, and the speed of all creatures in the marketplace is reduced by 10 feet.                           |
| 3    | An old man grapples (+0) a character (escape DC 10), screaming for help.  |
| 4    | A <b>swarm of insects (centipedes)</b> , conjured by the infernal ambiance, crawls into the marketplace and attacks the party.                      |
| 5    | A random character's weapon is damaged. The damage of attacks made with this weapon are halved until the character takes a short rest to repair it. |
| 6    | A random character stumbles on a pothole and must succeed on a DC 15 Dexterity saving throw or fall prone.  |
| 7-10 | No complication.  |

### PLAYING THE PILLARS

Here are some suggestions for this encounter:

**Combat.** For the first two rounds of combat, the massive, screaming crowd turns the marketplace into difficult terrain and provides half cover to anyone further than 10 feet away.

**Exploration.** Players might scramble up the statue, giving them line of sight to every part of the Wide. From here, characters can see several carts and stalls that provide cover. A character atop the statue isn't affected by combat complications.

**Social.** A patriotic appeal and a successful DC 12 Charisma (Persuasion) check may convince Elendra and Ravek to help fight the devils. Similarly, any character who succeeds on a DC 14 Charisma (Intimidation) check may be able to steer the crowd away from the area, removing the penalty noted in "Combat," above.

### TREASURE

Eleven guards and bystanders are killed in the chaos, either by the devils or trampled to death by the crowd. Searching the bodies yields a *potion of healing* and a few gold coins (as well as some dirty glares from onlookers).

## B. THE ASSASSIN

After defeating the devils, the characters must locate the person responsible for firing upon the Duke. If Elendra and Ravek helped fight the devils, they leave the party and return to their barracks to report in.

### AREA INFORMATION

The area has the following features.

**The Assassin.** The supposed assassin is a middle-aged man wearing commoners' clothes and an iron disk on a chain tucked beneath his shirt. The disk is inscribed with the word "Gharizol," written in Infernal.

### CREATURE INFORMATION

**Chesserie Warden** (LN human **scout** and a member of the Flaming Fist) waves at the group to get their attention. She stands over the body of a man with an iron bow near his feet—purportedly the Duke's assassin.

**What Do They Want?** Chesserie has been ordered by the Flaming Fist to keep an eye on the refugees from Elturel. She came to the meeting to see if the Duke would mention the refugee situation.

**What Do They Know?** Chesserie saw the man fire the enchanted arrow and she cut him down from behind. She knows that Segren and Wellum (see below) are refugees from Elturel, and that the remaining refugees are currently holed up in a warehouse on Stormshore Street near the docks. She's won't suggest requesting support from the Watch or the Flaming Fist, since she (secretly, and correctly) wagers that neither will be willing to provide back-up—the city is in absolute chaos and they will prioritize citizens in need over refugees.

### TREASURE

The assailant has some gold in his purse and wears an iron symbol on a chain around his neck. He also carries a list of names written on a neat piece of parchment (**Appendix 3**):

✓ Duke Dillard Portyr  
Segren Hall  
Wellum Smith

If the characters have completed the previous adventures in this series, they should realize that Gharizol has been hunting the descendants of the original Hellriders. They should also know that Segren and Wellum are such descendants.

If they have not played the previous adventures, Chesserie can supply this information.

## PROCEEDING TO PART 2

The list convinces Chesserie that the refugees are in danger, and she is eager to convince the party to help her defend them.

If you are using **Bonus Objective A**, insert it here. Otherwise, proceed to **Part 2**.





## PART 2: INFERNAL ASSAULT

**Estimated Duration:** 70 minutes

### A. PREPARING FOR THE ASSAULT

The refugees are staying in an old wool warehouse on Stormshore Street, near the docks. They rented it from the owner, a merchant, and are using it as temporary accommodation.

#### AREA INFORMATION

The area has the following features.

**Dimensions & Terrain.** This 50-by-60-foot granite warehouse has a bare earthen floor. The slate, gabled roof peaks 20 feet above the ground and is supported by four wood crossbeams 15 feet above the floor, each set with an embedded iron hook capable of bearing 500 pounds. A 20-foot long rope hangs from one of the iron hooks. Two 10-foot-tall wooden doors are set in the south wall, though they don't lock and they have partially succumbed to rot. There is a 3-foot-square window (with no panes) in the north wall, set 8 feet above the ground. See **Appendix 4: Warehouse Map**.

**Office.** A 10-by-20-foot office constructed of grainy hardwood is in the northeast corner of the warehouse. It is 8 feet high and has no windows. The single door into the office is locked but can be with a successful DC 10 Dexterity check using thieves' tools (it can be re-locked with the same check). Inside is a chair, a desk with a secret drawer (see **Treasure**, below), and a stack of old account records.

**Carpenters Tools.** A hammer, nails, and saw, all very rusty, lie beneath a pile of wood off-cuts.

**Useful Items.** A 15-foot-tall wooden ladder leans against the wall. There are many wooden planks, of various sizes, scattered around the warehouse. There is enough wood to board up the window and nail shut the front doors. 200 feet

of thick, coarse rope lies coiled near the office, and there is a 10-by-10-foot pile of discarded wool scraps near the front doors. It is highly flammable. If lit, the scraps burn for 6 rounds and deal 5 (2d4) fire damage to any creature that enters the area or ends its turn in the area. With help from the refugees, the pile can be moved.

#### CREATURE INFORMATION

There are twenty-four refugees (mostly **commoners**) in the warehouse, most of whom are sick, old, or very young. Among them are Segren Hall (CG male human **commoner**), Wellum (NG male human **soldier**), and Hastrine Leafender (NG nonbinary elf **scout**).

**What Do They Want?** These hapless souls fled the area surrounding the city of Elturel for the safety of Baldur's Gate. Hastrine is agitated because one of their number, a girl named **Dara**, has gone missing—although the child is accompanied by her guardian, Ghorin.

**What Do They Know?** Both **Segren** and **Wellum** are descended from the original Hellriders, and this is common knowledge amongst the refugees (and those characters that participated in the previous adventures).

#### TREASURE

Anyone searching the desk in the office who succeeds on a DC 15 Wisdom (Perception) check finds a secret drawer holding a few semi-precious gemstones.

#### TIME LIMIT

You should allow the players no more than 20 minutes of real time to explore the warehouse and set it up. Once the time has expired, the assault begins.

If the characters attempted **Bonus Objective A** and failed, this time limit is reduced to just 5 minutes. If the characters peek outside during the preparation time, they see they cultists assembling in a narrow alley on the opposite side of the street.

## B. THE ASSAULT

The forces of Gharizol attack the warehouse, seeking to destroy the descendants of the original Hellriders. The adventurers must defend Segren and Wellum. This is **Story Objective B**.

### CREATURE INFORMATION

The enemy forces attack in three waves:

- **Round 1.** Dressed in gaudy scarlet robes and chanting the name “Gharizol,” eight **cultists** charge through the front doors.
- **Round 2.** There is a scabbling noise outside, then four **cultists** climb through the window. If the window is boarded up, they instead come through the front doors on round 3.
- **Round 3.** The ground begins shaking and then Gharizol (**bearded devil**) bursts forth in the middle of the warehouse.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **cultists** from each wave and replace the **bearded devil** with a **spined devil**.
- **Weak:** Remove three **cultists** from each wave.
- **Strong:** Add two **cultists** to each wave.
- **Very Strong:** Add two **cultists** to each wave and replace the **bearded devil** with a **barbed devil**.

**What Do They Want?** Gharizol and his forces have been sent here to kill Segren and Wellum. They don’t hesitate to attack nearby refugees. Chesserie fights fearlessly alongside the adventurers. The refugees are motivated mostly by fear and self-preservation, and attempt to get as far away from danger as possible.

**What Do They Know?** The cultists serve Gharizol and know that he is hunting the descendants of the original Hellriders.

#### HELPS AND HINDRANCES

If the characters are getting overwhelmed, Wellum Smith (**guard**) actively joins the fight (otherwise, he takes a background role and focuses on protecting the refugees). If you are playing **Bonus Objective B**, Wellum should be isolated late in the fight so that the cultists can carry him off. In addition, Hastrine has a *potion of growth* they toss to one of the characters if the situation looks desperate. If the characters are finding the fight too easy, an invisible **imp** flies into the warehouse and attacks from above.

#### TREASURE

Each cultist wears an iron disk similar to the assassin in **Part 1** and has a few pieces of silver or gold in their purses. Gharizol wears a pouch that contains a single *soul coin*, a 5-inch-wide disc of iron stamped with Infernal runes. Chesserie, grateful for the adventurers’ assistance, gives them her most valued possession, a *periapt of health*, and says:

“You’ve earned this, and I think you will need it more than I will.”

#### PLAYING THE PILLARS

Here are some suggestions for this encounter:

**Combat.** If the doors are nailed shut, the cultists use a crowbar and force them open in 1d4 rounds. The cultists are fanatics but aren’t stupid. If they suffer heavy losses in the first round, they retreat until back-up arrives.

**Exploration.** The characters should spend the first part of this encounter thoroughly exploring the warehouse and using the objects they find to prepare their defense. A good tactical plan can make a great deal of difference. If the players are unsure what to do, have **Chesserie** give them a few hints.

**Social.** The refugees are scared and gladly follow the instructions of anyone acting with authority. **Hastrine** may need some convincing to hand over their potion. If the characters have dealt with the refugees before, they notice that **Dara** is missing. No one knows where she has gone.

If you are using **Bonus Objective B**, it commences as soon as combat finishes.



## WRAP UP: NEED A LIFT?

Dara arrives wearing a clean white robe, flanked by Ghorin and Clyde—who are revealed to be angels called Rinzel (a **planetar**) and Ausuriel (a goat-legged **deva**).

As you watch, Dara’s guardian and his goat companion transform into angelic beings, their faces shining with celestial radiance and their mighty wings protectively covering the girl. One of the angels has ebon black skin and wears a battered mithral breastplate and a gauntlet on his right hand, while the other has dark wings and the legs of a goat.

## DARA’S MISSION

Dara, sounding much older than her ten years would suggest, thanks the characters for saving the refugees. She explains that she has been at the shrine of Ilmater undergoing a rite of anointing by the priest. She has been chosen by the god to venture into Avernus on a holy mission: to reclaim the souls of those slain in the eternal war against evil.

Dara doesn’t know what the *soul coin* is, but she recoils from its touch. Both Rinzel and Ausuriel both know what it is and look upon it in disgust.

## DARA’S CHALLENGE

Dara tells the characters that she needs brave adventurers to accompany her to Avernus—will they accept the challenge? If the characters agree, she smiles. As she begins to ponder about how to actually travel to the Nine Hells, read:

Without warning, the back wall of the warehouse collapses, revealing an old, rickety cart pulled by a mule. A Shou man sits behind the mule, clutching its reins while a blue pseudodragon gnaws on a piece of bread at his side. “Well met! I heard you’re heading to Hell. Need a lift?”

Rinzel, seeing the man, knits his eyebrows in angry suspicion. “Fai Chen....”

## REWARDS

The characters receive rewards based upon their accomplishments. These rewards can be awarded during the session or at its conclusion.

### PLAYER REWARDS

The characters can earn the following rewards:

#### MILESTONES

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

#### GOLD

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

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

#### MAGIC ITEM(S)

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

- *Periapt of health*
- *Potion of healing*
- *Potion of growth*
- *Soul coin*

### DUNGEON MASTER REWARDS

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



## DRAMATIS PERSONAE

The following NPCs and locations feature prominently in this adventure.

**Chesserie Warden (CHEZ e REE).** Chesserie is a member of the Flaming Fist, which she joined as a teenager. She has red hair and a scarred face.

- **What They Want.** Chesserie considers the Flaming Fist to be her family and she values her status in that organization above all else. More than anything she wants to do her duty, fulfilling whatever orders she has been given.
- **Fearless to a Fault.** Chesserie has a reputation for fearlessness and has been known to take unwise risks in battle.

**Dara (DAH ra).** Dara is a ten-year-old human girl, wise beyond her years, who was raised by priests of Ilmater in Amn. Perhaps as a result of this upbringing, she has a calm demeanor and often speaks of Ilmater's teachings. She found and read from the *Book of Exalted Deeds*—which bestowed upon her great wisdom and the powers of a full-fledged cleric of Ilmater. She travels in the company of Ghorin and his goat, Clyde.

- **What They Want.** Dara is on a secret mission: she is searching for holy warriors willing to accompany her into the Nine Hells.
- **Wise Beyond Her Years.** Dara is single-minded about accomplishing her mission, and often sounds much more knowledgeable and mature than her years would suggest.

**Duke Dillard Portyr (DIL urd pore TEER).** Dillard is a short, portly man in his sixties, who wears a shabby black wig to cover his balding head. A prosperous merchant in his youth, he was proud to be elected to the ruling council but has never enjoyed the responsibility it entails.

- **What They Want.** Portyr has dedicated his later years to pleasure. More than anything else, he wants to avoid conflict.
- **Easily Led.** Portyr hates having to make decisions, especially if they are controversial. He is putty in the hands of the strong-willed.

**Gharizol (GARE iz OHL).** This devil in the service of Zariel has been dispatched to Baldur's Gate to exact the final elements of his mistress's revenge upon the city of Elturel.

- **What They Want.** Gharizol has been systematically hunting and killing descendants of Elturel's Hellriders.
- **Complete Contempt.** Gharizol is a megalomaniac and utterly contemptuous of mortals. During combat he's prone to boastful statements such as, "Tremble, mortals, for I am Gharizol!"

**Ghorin & Clyde (GORE inn).** Dara's companion is an elderly, dark-skinned man nearing seventy years of age. He wears dusty clothes worn thin from years of hard work. He walks with a stopped gait and supports himself with a tall yew staff. Despite his age, he's still sharp as a tack and has a story about everything. He's frequently accompanied by an equally old goat with grey fur, named Clyde.

- **What They Want.** Ghorin lives to serve Dara and to keep her safe from harm—no matter the cost. Since Clyde is a constant companion to the two of them, it's safe to presume that he wants the same.
- **Grim Stoicism.** Despite his apparent age, Ghorin is still sharp as a tack, brooks no nonsense, and has a story about everything. His keen eyes miss nothing and he never lets Dara out of his sight.
- **Hastrine Leafender (HA streen).** Hastrine, a nonbinary elf, is a furrier and herbalist. They were travelling near Elturel when the Descent began and decided to join the refugees travelling to Baldur's Gate.
- **What They Want.** Hastrine hopes their journey with the refugees is their first step to discovering how they can best aid all those affected by events at Elturel.
- **Cryptic Speech.** Hastrine speaks in cryptic rhymes due to the lingering effects of a long stint in the Feywild.

**Segren Hall (SEH gren).** Segren is a refugee from Elturel and the descendant of a Hellrider. He was kicked in the head by a horse in the aftermath of the Descent.

- **What They Want.** Segren is fiercely protective of his wife, Vasha, and follows her lead unquestioningly.
- **Recently Injured.** Segren is very strong, but the accident left him easily confused.

**Wellum Smith.** Wellum is a refugee from Elturel and the descendant of a Hellrider. He is a smith by trade and knows how to use a sword.

- **What They Want.** Wellum is in love with the mysterious Hastrine.
- **Fond of the Drink.** Wellum is a bit too fond of his drink, and the lack of booze has placed him on edge. He's secretly stashed away a bottle of wine that he found.



## CREATURE STATISTICS

The following creatures are encountered in this adventure.

### BARBED DEVIL

*Medium fiend (devil), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft.

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

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

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

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Infernal, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

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

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

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

### ACTIONS

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

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

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

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



## BEARDED DEVIL

Medium fiend (devil), lawful evil

**Armor Class** 13 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 15 (+2) | 15 (+2) | 9 (-1) | 11 (+0) | 11 (+0) |

**Saving Throws** Str +5, Con +4, Wis +2

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Infernal, telepathy 120 ft.

**Challenge** 3 (700 XP)

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

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

**Steadfast.** The devil can't be frightened while it can see an allied creature within 30 feet of it.

### ACTIONS

**Multiattack.** The devil makes two attacks: one with its beard and one with its glaive.

**Beard.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

## COMMONER

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

### ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

## CULTIST

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

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Deception +2, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

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

### ACTIONS

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

## GUARD

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 12 (+1) | 12 (+1) | 10 (+0) | 11 (+0) | 10 (+0) |

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

## IMP

*Tiny fiend (devil, shapechanger), lawful evil*

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft., fly 40 ft.

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

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

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Infernal, Common

**Challenge** 1 (200 XP)

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

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

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

### ACTIONS

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

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



## NUPPERIBO

*Medium fiend (devil), lawful evil*

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 20 ft.

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

**Skills** Perception +1

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

**Damage Immunities** fire, poison

**Condition Immunities** blinded, charmed, frightened, poisoned

**Senses** blindsight 10 ft. (blind beyond this radius),

**passive Perception** 11

**Languages** understands Infernal but can't speak

**Challenge** 1/2 (100 XP)

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

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

### ACTIONS

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

## SWARM OF INSECTS (CENTIPEDES)

Medium swarm of Tiny beasts, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 20 ft., climb 20 ft.

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

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** blindsight 10 ft., passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

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

**Swarm of Centipedes.** A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

### ACTIONS

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

## SPINED DEVIL

Small fiend (devil), lawful evil

**Armor Class** 13 (natural armor)

**Hit Points** 22 (5d6 + 5)

**Speed** 20 ft., fly 40 ft.

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

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Infernal, telepathy 120 ft.

**Challenge** 2 (450 XP)

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

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

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

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

### ACTIONS

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

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

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

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

# APPENDIX 1: ESCAPE THE CULTISTS (BONUS OBJECTIVE A)

**Estimated Duration:** 1 hour

During **Part 1**, the characters discovered the assassin of Duke Portyr and realized that Gharizol is probably looking for Wellum and Segren next.

## BONUS OBJECTIVE A

Getting to the refugee's warehouse as quickly as possible while being pursued by cultists is **Bonus Objective A**. The characters can pursue this bonus objective once they have completed **Part 1**, but before proceeding to **Part 2**.

### AREA INFORMATION

This chase takes place across the entire city, beginning in the Wide and ending at the refugees' warehouse on Stormshore Street in the Lower City.

### CREATURE INFORMATION

Dressed in gaudy scarlet robes, twelve **cultists** appear at an alley about 100 feet away. One points at the characters and cries out, "Stop them!" and the entire group begins running toward them. Noise from the alley suggests there are more cultists coming—and perhaps even devils.

**What Do They Want?** The **cultists** want to kill the characters, to prevent them from interfering further in the cult's plans. **Chesserie** wants the characters to follow her to the refugees' warehouse as quickly as possible.

**What Do They Know?** The **cultists** serve Gharizol and know that he is hunting the descendants of the original Hellriders. **Chesserie** believes that the refugees will be in peril unless they can get to them soon.

### PLAYING THE PILLARS

Here are some suggestions for this encounter:

**Combat.** The objective is for the characters to flee the cultists and get to the warehouse as quickly as possible to prepare for the assault. If the party choose to fight instead, note that they see more cultists in the distance and perhaps some imps. If they stay and fight, they fail this bonus objective even if they win the combat. Proceed to **Part 2** as normal.

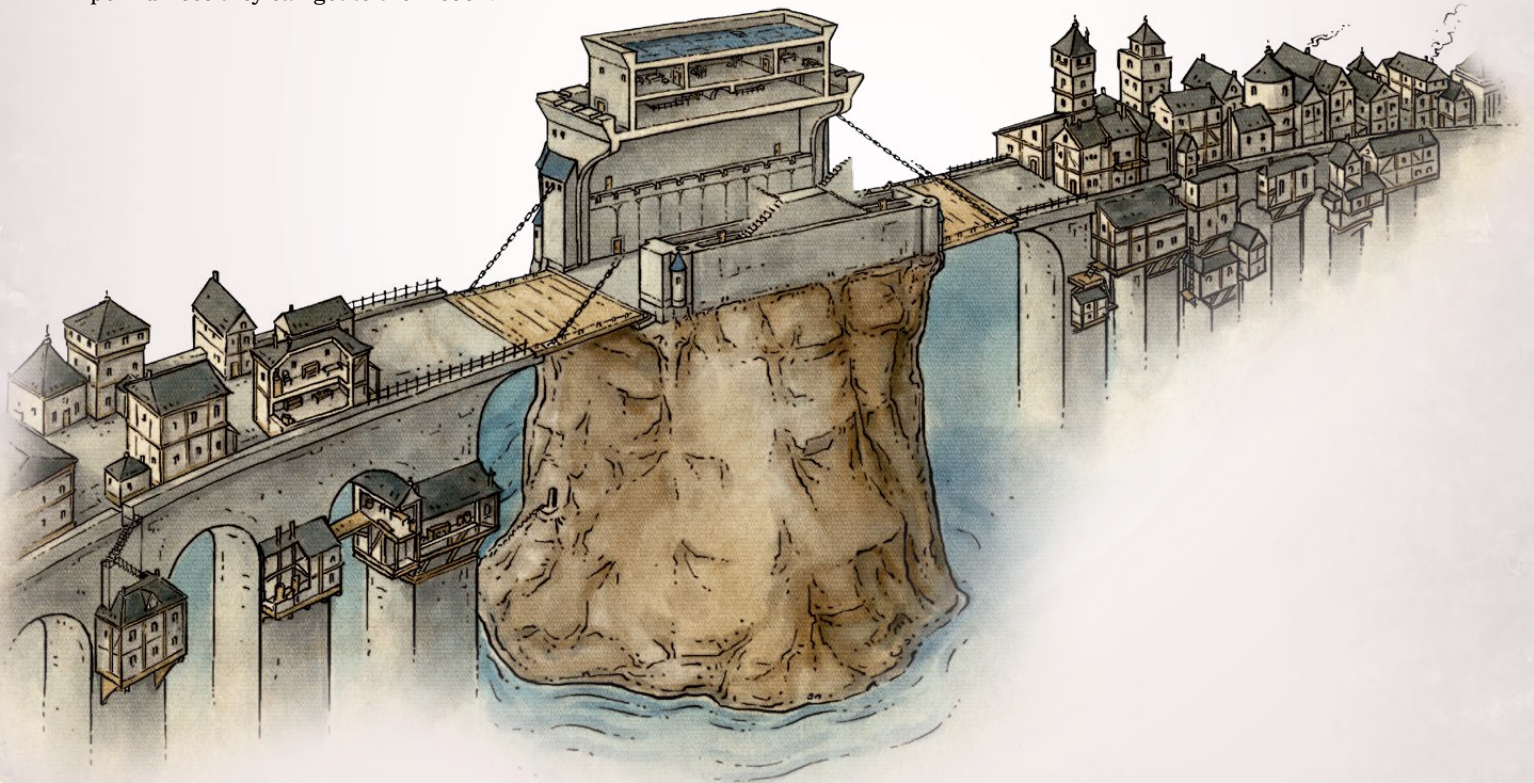
**Exploration.** The landmarks provide an opportunity to introduce the players to some locations and businesses in Baldur's Gate.

**Social.** If the characters do not immediately run, Chesserie insists that they must get to the warehouse as soon as possible. If they refuse, she sets off on her own and leaves them to face the cultists alone.

### THE CHASE

Chesserie leads the characters out of the Wide, heading toward the refugee's warehouse. Use the Chase rules in chapter 8 of the *Dungeon Master's Guide*. The cultists are 100 feet behind the characters when the chase starts.

Use the table below, which applies to each character involved in the chase. The specified ability checks are just suggestions; work with the characters if they want to do something else, and reward creativity accordingly.



## CHASE COMPLICATIONS

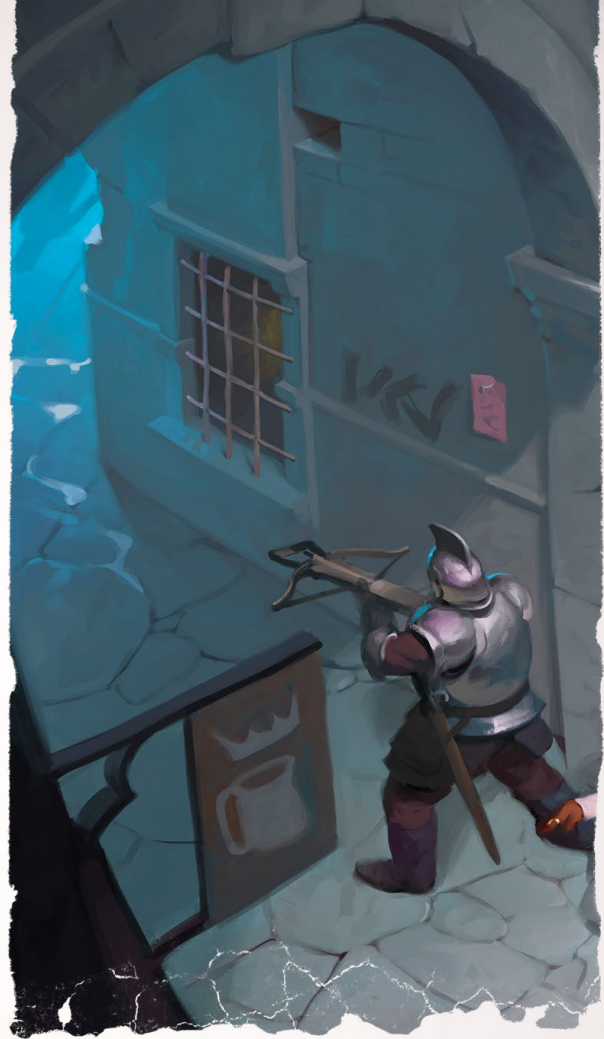
### d20      Complication

|       |  |
|-------|--|
| 1     | A column of Flaming Fist soldiers comes marching up the street, forcing everyone else to the side. Make a DC 15 Dexterity (Acrobatics) to avoid them. On a failed check, the crowd counts as 10 feet of difficult terrain.   |
| 2     | A maze of handcarts blocks the intersection ahead. Make a DC 10 Intelligence check to navigate the maze. On a failed check, the maze counts as 10 feet of difficult terrain.   |
| 3     | A street vendor's cooking fire belches out a huge gout of smoke. Make a DC 10 Constitution saving throw. On a failed save, you are blinded by the smoke until the end of your turn. While blinded in this way, your speed is halved.   |
| 4     | An artist creating a complex chalk drawing on the street blocks your way. Make a DC 10 Dexterity (Acrobatics) to slip past the artist. You succeed automatically if you toss the artist a gold coin. On a failed check, the artist counts as 5 feet of difficult terrain.                                    |
| 5     | The street is slippery from last night's rain. Make a DC 10 Dexterity saving throw. On a failed save, you fall prone.  |
| 6     | A marriage procession blocks your way. Make a DC 15 Dexterity (Acrobatics) check to get past the procession. On a failed check, the procession counts as 10 feet of difficult terrain.   |
| 7     | The road ahead is under repair. Make a DC 10 Dexterity (Acrobatics) check to navigate the area. On a failed check, the area counts as 10 feet of difficult terrain.  |
| 8     | A member of the Watch or the Flaming Fist (a <b>guard</b> ) orders you to halt. If you move 20 feet or more on your turn, the guard makes an opportunity attack against you with a spear (+3 to hit; 1d6 + 1 piercing damage on a hit). The guard doesn't give chase, figuring you have learned your lesson. |
| 9     | You come upon several dozen cats fighting over food. Make a DC 10 Dexterity (Acrobatics) check to get through the pack unimpeded. On a failed check, you are bitten and take 1d4 slashing damage, and the cats count as 5 feet of difficult terrain.   |
| 10    | A vegetable merchant pushing a large cart of beets blocks your way. Make a DC 10 Dexterity (Acrobatics) to avoid them. On a failed check, the merchant throws a beet at you, dealing 2 (1d4) bludgeoning damage.   |
| 11-18 | No complication.   |
| 19-20 | You pass a landmark (see below).   |

## LANDMARKS

The characters pass several landmarks while running from the Wide to the warehouse. Each time they roll 19 or 20 on the table above, they pass one of the landmarks on this list, in order:

- **Heap Gate.** This gate pierces the Old Wall and leads from the Upper City to the Lower. It's currently unguarded, since the guards were called away due to the crisis in the Wide.



- **The Blushing Mermaid.** This noisy tavern is formed of several odd-shaped wings. There are iron bars on the windows, and there is a brawl in progress within.
- **The Splurging Sturgeon.** The delicious smell of fried fish wafts out from this freshly painted, crowded, upmarket tavern.
- **Baldur's Mouth.** This is a narrow, five-story building with the words "Baldur's Mouth" painted vertically down the front. It is the city's news carrier. Broadsheets are sold from a stand, while a crier declares, "Extra! Extra! Massacre in the Wide! Read all about it in this evening's broadsheet!"
- **Harbormaster's Office.** This tiny stone building has thick walls, barred windows, and is situated near the docks.
- **Warehouse.** The refugees' warehouse is described in **Part 2**. When the characters arrive here, the chase is over.

## ENDING THE CHASE

Conditions for ending a chase are described chapter 8 of the *Dungeon Master's Guide*. If the characters evade the cultists, they have successfully achieved the bonus objective.

If the cultists catch up to the characters, or if the characters pass all the landmarks and arrive at the warehouse with the cultists still in pursuit, they have failed the bonus objective. Tell the players that they've entered the warehouse and slammed the door shut with the cultists hot on their heels.

Whether the characters succeed or fail, proceed to **Part 2**.

# APPENDIX 2: REFUGEE RESCUE (BONUS OBJECTIVE B)

**Estimated Duration:** 1 hour

During **Part 2: Infernal Assault**, the characters defeated the devils who besieged the refugee warehouse. However, one of the surviving refugees tells them that, during the battle, Wellum Smith was carried off by cultists while attempting to escape.

## BONUS OBJECTIVE B

Finding and rescuing Wellum Smith is **Bonus Objective B**. The characters can pursue this bonus objective once they have completed the fight in **Part 2: Infernal Assault** but before the Wrap Up scene.

## A. STORMSHORE STREET

The characters presumably leave the warehouse to look for Wellum, and find themselves on Stormshore Street.

### AREA INFORMATION

The area has the following features.

**Dimensions and Terrain.** This is one of the longest streets in the city. The cobblestones underfoot are worn and still a little slippery from the morning fog. Narrow tenements and squat warehouses rise on either side, all built from dull yellow stone. The docks are close by.

### CREATURE INFORMATION

The busy street full of **commoners** going about their business, some pushing small handcarts. There are more than a few sailors nearby.

**Follow the Cultists.** The characters see a group of scarlet-robed **cultists** disappearing around a bend in the street, about 150 feet away. If they immediately run after them, have everyone make a DC 15 Constitution check. On a success, the character gets to the bend in time to see the cultists disappear down Chalk Alley.

**Idle Observer.** A local idler, Agathe Appledown, is leaning against the wall and watching this scene play out with great interest. If the characters don't see where the cultists went, she offers to tell them for 3d6 gold pieces. She shares the information for free with a successful DC 15 Charisma (Intimidation) check.

## B. CHALK ALLEY

The cultists ran down Chalk Alley, dragging the hapless Wellum with them.

### AREA INFORMATION

The area has the following features.

**Dimensions and Terrain.** Chalk Alley is 10 feet wide and 40 feet long. Tall warehouses rise on either side and another one blocks the far end. There are no visible doors. The alley is filthy, filled with spiders and rats crawling over piles of litter, scraps of food, and discarded heaps of wood and

masonry. The air stinks of rotting garbage and human waste.

**Tracks.** Anyone looking for tracks who succeeds on DC 12 Wisdom (Survival) check notes many fresh tracks leading up to the dead end and stopping there.

**Secret Door.** Anyone searching the end of the alley who succeeds on a DC 12 Wisdom (Perception) check finds a loose piece of masonry behind which is a door handle. Tugging on the handle opens a secret door, revealing a set of stone stairs that lead down to the cultists' cave (**area C** below).

**Glyph of Warding.** Opening the secret door without saying "Praise Gharizol" triggers a *glyph of warding* spell, which targets all creatures in a 20-foot-radius sphere centered on the door. The sphere spreads around corners. Each creature in the area must make a DC 15 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one. The triggering glyph is shaped like an infernal "G" and is a few inches below the door handle. It can be found with a successful DC 15 Intelligence (Investigation) check.

### CREATURE INFORMATION

10 feet into the ally, a very drunk Margritte (CN female human **commoner**) lies beneath a pile of old blankets and newspapers lies, and is upset at having been disturbed from her sleep by the cultists' passage. As the characters pass, she emerges from her filthy bed and begins swinging clumsy punches at them. There is no one else in the alley.

**What Do They Want?** The drunk thinks she is under attack and is trying to defend herself.

**What Do They Know?** Margritte doesn't usually sleep in this alley. She is quite drunk and was only vaguely aware of the cultists running past her, yammering on "hailin' Gammer-goal" or some such nonsense.

### TREASURE

Margritte has a handful of coppers and half a skin of fairly terrible wine.

## C. CULTISTS' CAVE

This is one of several hideouts the cultists have, scattered throughout the city. They use them to conduct meetings, perform rituals, and hold their prisoners. A map of the cave can be found in **Appendix 5: Cave Map**.

### AREA INFORMATION

The hideout is in a natural cave that lies a few feet beneath an old warehouse in the Lower City. The only entrance is the secret door in Chalk Alley. The area has the following features.

**Dimensions & Terrain.** The cave has rough granite walls, covered with damp, yellow-green moss. The floor is a mixture of exposed granite, small pebbles, and sand. The ceiling varies in height from 10 to 15 feet and is covered in gnarled stalactites. The staircase leading from the secret entrance down into the main area is crudely hewn from the rock and descends 20 feet.



**Lighting.** The cave is dimly lit by several old lanterns secured to the stone walls with iron pegs.

**Sounds & Smells.** The air is stale and smells of smoke and wet stone. From the staircase, the characters can hear a man screaming above the sound of multiple chanting voices.

**Furniture.** A score of straw pallets lie scattered around the main area of the cave (**area C1**). A sandy pit containing a smoldering cooking fire is near the southern wall, and there are a dozen battered mess kits nearby. There is also a bulky wooden trunk near the northern wall, as well as a small iron strongbox buried in the sandy floor (see **Treasure**).

**Pit and Pentagram.** In the western cave (**area C2**), an 8-foot wide pentagram is inscribed on the stony floor. Nearby is a natural pit, about 3 feet wide and 7 feet deep.

## CREATURE INFORMATION

There are ten **cultists** standing around the pentagram, chanting in Infernal. There are two invisible **imps** lurking amongst the stalactites in area C1.

Wellum Smith has been placed in the pit in area C2. Another **cultist** stands above him with a large wooden tub containing a **swarm of insects (centipedes)**. The cultist tips the centipedes over Wellum just as the characters arrive in area C2. The creatures immediately attack the poor man, rendering him unconscious after 1 round, and killing him after 4 rounds.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **cultists** and both **imps**.
- **Weak:** Remove three **cultists** and one **imp**.
- **Strong:** Add one **imp**.
- **Very Strong:** Add two **imps**.

**What Do They Want?** The **cultists**, obeying the orders given them by Gharizol, want to kill Wellum. The **imps** want to protect the hideout from intruders.

**What Do They Know?** The **cultists** serve Gharizol and know that he is hunting the descendants of the original Hellriders. The **imps** have been summoned to Baldur's Gate to serve Gharizol and assist the cultists.

## TREASURE

There is a large wooden trunk near the northern wall, containing an assortment of trousers, smocks, shirts, dresses, and so on. Three sets of cultist robes are folded neatly in the bottom.

A successful DC 18 Wisdom (Perception) check locates a small iron strongbox buried in the sand in **area C1**. It is locked and the iron key is not in the cave. Picking the lock requires a successful DC 15 Dexterity check using thieves' tools. Inside are many silver and gold coins, as well as a few semi-precious stones.

## PLAYING THE PILLARS

Here are some suggestions for this encounter:

**Combat.** The imps on the ceiling remain invisible until the characters pass through area C1. They fly down and attack from the rear once combat begins.

**Exploration.** The imps are invisible but not especially quiet. Anyone listening carefully in area C1 who succeeds on a DC 15 Wisdom (Perception) check hears fluttering and scampering sounds from above.

**Social.** Margritte does not have any real information to share with the characters, but talking to her in a gentle way may calm her down and save them the trouble of subduing her.

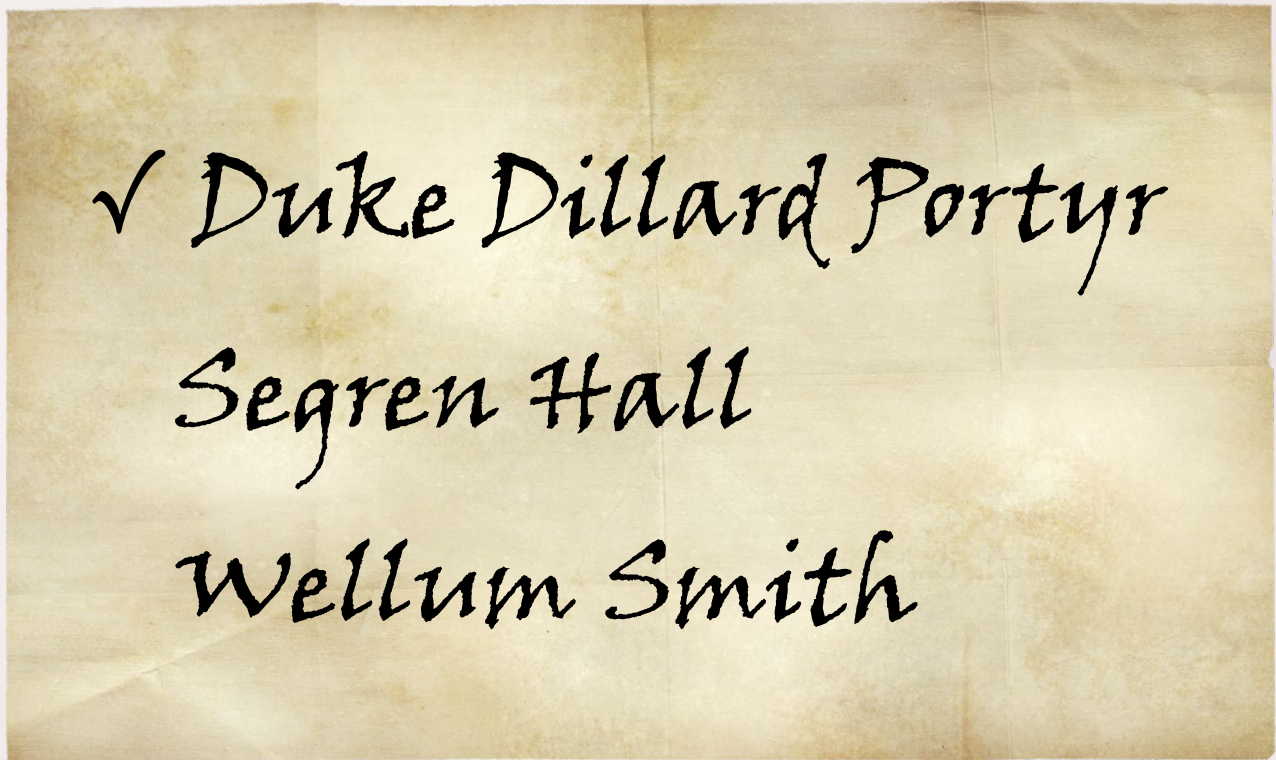
## PROCEEDING TO WRAP UP

Once the characters have finished fighting the cultists and either rescued Wellum Smith or recovered his body, they should return to the warehouse for the Wrap Up scene in **Part 2**.



## APPENDIX 3: PLAYER HANDOUT

This list is found on the body of the Duke's assassin in **Part 1**:



✓ Duke Dillard Portyr  
Segren Hall  
Wellum Smith



# APPENDIX 5: CAVE MAP

This is a map of the location described in **Appendix 2: Refugee Rescue (Bonus Objective B)**



## APPENDIX 6: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

### PERIAPT OF HEALTH

*Wondrous Item, uncommon*

This charm consists of an irregularly shaped emerald hanging from a thick silver chain. While wearing it, you are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed you while you wear the pendant. This item can be found in the *Dungeon Master's Guide*.

### POTION OF HEALING

*Potion, common*

You regain 2d4 + 2 hit points when you drink this potion. This item can be found in the *Player's Handbook*. The potion's red liquid glimmers when agitated.

### POTION OF GROWTH

*Potion, uncommon*

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process. This item can be found in the *Dungeon Master's Guide*.

### SOUL COIN

*Wondrous item, uncommon*

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

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

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

- **Drain Life.** You siphon away some of the soul's essence and gain 1d10 temporary hit points.
- **Query.** You telepathically ask the soul a question and receive a brief telepathic response, which you can understand. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

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

# APPENDIX 7: DUNGEON MASTER TIPS

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

## NEW TO D&D ADVENTURERS LEAGUE?

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

## NEW TO THE ANNUAL STORYLINE?

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

## PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

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

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

## ADJUSTING THIS ADVENTURE

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

### DETERMINING PARTY STRENGTH

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