



CONSEQUENCES OF CHOICE

An Avernus Rising Adventure

The soul of the commander of the Bloody Hooves has been spirited away by Zariel's lieutenant, General Everbleed. The Bloody Hooves are in disarray and will not be the fighting force Dara had hoped without the iron will of their commander to direct them. To find them amid the battlefields of Avernus, you are going to need help. Hopefully you have made some friends in the Nine Hells.

A Four to Six-Hour Adventure for 11th through 16th Level Characters.

Optimized For: APL 13



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ADVENTURE PRIMER

Something will come of this. I hope it mayn't be human gore.

— Dickens: Barnaby Rudge

This adventure is designed for **three to seven 11th- to 16th-level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in Avernus.

BACKGROUND

While in the service of the young girl **DARA** the **CHOSEN OF ILMATER**, a group of adventurers traveled to the **CANYON OF SCREAMS** where a lost company of Hellriders known as the **BLOODY HOOVES** where entombed. While the adventurers were able to return many of them to life through Dara's power, **ZARIEUS'** lieutenant **GENERAL EVERBLEED** (an ice devil) escaped with the soul of the Bloody Hooves' **COMMANDER ROTGER DE LA REUE**.

Unfortunately, the characters have no idea where General Everbleed has fled to, and they are left nothing but choices.

OVERVIEW

The adventure's story is spread over **three parts** and takes approximately **four hours** to play with two Bonus Objectives which increase the expected play time to six hours. The adventure begins with a Call to Action scene. If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Call to Action: Diverging and Converging Paths.** Once Dara and the characters convince the Bloody Hooves that it is still possible to rescue their commander, they need to determine where the group should wait for them. Only then can the characters track down the Emporium.
- **Part 1: They Went Thataway!** A convoy of Infernal Machines should be easy enough to track, even in Avernus—or maybe not. Getting ambushed by a bunch of demons does slow things down a bit. **Story Objective A:** Defeat the demons and learn of the invasion.
- **Part 2: The Demons Are Coming! The Demons Are Coming!** This part is divided into three sections: finding the Wandering Emporium and what has happened there, fortifying the defenses of the emporium, and finally defending the emporium during the attack. **Story Objective B:** Defend the emporium.
- **Bonus Objective A: Dead Demon Goodness.** The Salamander brothers need more demon ichor in order to boost the emporium's defenses. The characters need to sneak out and harvest it from the conveniently dead demons surrounding the town. This bonus objective is found in **Appendix 1**.
- **Bonus Objective B: Devil Diplomacy.** The characters need to convince a nearby archdevil to lend her forces to the emporium's defense. This bonus objective can be found in **Appendix 2**.

CONSEQUENCES!

Events from previous adventures may impact how various NPCs react or what options are available to the characters. An optional handout is provided which lists the adventures the characters played and, in some instances, provides results. By having them fill it out first, you can quickly determine what issues may arise.

ADVENTURE HOOKS

The adventure takes place entirely in Avernus.

Played DDAL09-17 In the Hand. This adventure occurs immediately after those events, and even if they have gone on other adventures since they played that, the party rejoins Dara.

Characters Are in Avernus. As they travel across Avernus, the party comes across Dara and the Bloody Hooves outside the Canyon of Screams. Dara hails them and enlists their aid.

A Plea for Help. Joining Dara in Avernus is preceded by a meeting outside the walls of Baldur's Gate with Gorin and Clyde: an old man accompanied by an equally old goat. He claims his niece is on a perilous mission in Avernus and is in need of additional protection. Characters who appear to be at least partially sympathetic find themselves holding hands with the old man, who inexplicably casts *plane shift*—sending the characters to Avernus.

Picked On by the Gods. Clerics and paladins of good-aligned gods are sent dream messages about aiding a young girl and seeking out a goat and an old man. The dream keeps happening until they give in and head to Baldur's Gate where Gorin and Clyde arrange their passage to Avernus.

SAVING DARА

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

Discover if any of the characters has the story award You Let Dara Die and note how many times she died. Then use the average number of deaths among the characters for determining how many abilities she loses before starting this adventure.

It is also important to discover if any of the characters have used *soul coins* or sold them to Fai Chen or Mahadi or if Dara has begun to develop a dislike of the characters. Her spells might not be offered or be effective on a character she dislikes.

Her stat block can be found in **Appendix 3**.

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: CONVERGING AND DIVERGING PATHS

Estimated Duration: 15 minutes

CONVERGENCE

The characters meet up with Dara and the revived Bloody Hooves not far from the entrance to the Canyon of Screams. Some may have adventured with Dara before, while others may have simply been adventuring in Avernus as part of the quest to save Elturel, and others still may have been sent as reinforcements to aid her.

AREA INFORMATION

Jagged peaks form the backdrop as the revived members of the Bloody Hooves mill about awaiting the decisions of their leaders on the next course of action. At the front of the group are three people: a young girl, Dara, Chosen of Ilmater, Sir Gidor Honorsbright, a dwarven paladin of Helm, and Horst Atheraice, a human priest of Torm.

Sky. Dark clouds rumble across a dull red sky.

Light. Twilight at best.

Sound. Wind shrieks as it blows out from the canyon behind the collected group.

Smell. Brimstone, burning tar, and wafts of decay.

The young girl introduces herself as Dara and then goes on, “These are the Bloody Hooves, a regiment of the original Hellriders that came here to battle evil long ago. I and some diverse companions have revived them. Unfortunately, we were not in time for their commander, Rotger De La Reue. His soul was taken away by an ice devil general called Everbleed.

CREATURE INFORMATION

A few hundred recently awoken Bloody Hooves soldiers and clerics are resting, awaiting direction on their next move. They are led by **High Priest Horst Atheraice** (LG male human) of Torm, **Sir Gidor Honorsbright** (LG male dwarf), a paladin of Helm, and Dara, the ten-year-old Chosen of Ilmater who revived them.

What Do They Want? The high priest would like to find his commander but feels it is their duty to ride to Elturel’s aid. The paladin, however, wants to ride out and kill devils till they find some trace of the commander. Dara feels it is important to get the commander’s soul and for the Bloody Hooves to not split their forces. Dara’s reasoning for not bringing the Bloody Hooves with her on the search for the Wandering Emporium is threefold. First, large groups can bring unwanted attention thus slowing them down. Second, not all of the troopers are fully recovered. Finally, Mahadi might not react well to having such a large group approach. In addition, Mahadi and the people in the emporium are their best chance of getting a clue to where the ice devil general has taken De La Reue’s soul.

What Do They Know? The commander’s soul was taken by an ice devil called General Everbleed. It was the commander who truly kept the Bloody Hooves united and working toward the same goal. Having met and interacted with both Mahadi (the leader of the Wandering Emporium) and Fai Chen, **Dara** knows that if there is any clue as to where the commander’s soul might be, one of them would have it. She and the characters just need to find the Wandering Emporium.

TORM AND HELM

While Torm and Helm are allies, their churches were often in conflict when the Bloody Hooves were formed. Their portfolios have similarities (Helm: guardians, protectors, protection; Torm: duty, loyalty obedience, paladins) as do their domains (Helm: Law, Planning, Protection, Strength; Torm: Good, Healing, Law). Even their holy symbols both include a gauntlet!

CALL TO ACTION

The discussion of what to do next should not be allowed to drag on. In the end, Dara can play on the fact that it was her actions that led to the Bloody Hooves' revival to silence the leaders' arguments. The characters and Dara must find the Wandering Emporium as quickly as possible, a task that would only be hindered should the Bloody Hooves accompany them.

DIVERGENCE

WHAT TO DO WITH THE BLOODY HOOVES?

Unless one of the characters has the story award **A Welcome Haven** from DDAL09-08 *In the Garden of Evil*, the Bloody Hooves move away from the entrance to the Canyon of Screams to a more defensible position and set up a temporary camp. If a character with that story award is present, then the group can lead the Bloody Hooves there.

HANDEIL INSISTS!

If a character played DDAL09-17 *In the Hand*, then the commander's mount, a celestial griffon named Handeil, insists on assisting them. His statistics are presented in a handout in case you want a player to run this NPC.

INFERNAL MACHINES

It is possible that one or more of the characters has access to an infernal machine. On the one hand, one of these vehicles can increase the group's combat ability; however, it also takes one character to serve as the driver, and that character must spend its action to move the vehicle. A handout giving basic information for using these in combat is included (originally used in DDEP09-01 *Infernal Pursuits*) in case you do not have access to *Baldur's Gate Descent into Avernus*.



PART 1: THEY WENT THATAWAY!

Estimated Duration: 45 minutes

AVERNUS

Forests of fire, pools of lava, and erupting volcanoes are scattered about, seemingly at random. Interspersing this hot and smelly landscape are ruins, which vary from the fantastic (colossal hamlets) to the mundane (shops/houses). Winding through it all is the River Styx.

The landscape of Avernus is ever changing. Locations that were not even a mile apart one day can be 1,000 miles apart the next. A tar pit might seem to cut across a trail, but those who are diligent can discover where the path they were following picks up again. Some things are consistent, however:

Light. Despite the dark clouds rumbling across the dull, red sky and the lack of sun or moon, the area is brightly lit.

Sound. The wind carries the pain of those suffering in Avernus, shrieking and howling.

Smell. Brimstone, burning tar, and wafts of decay.

STORY OBJECTIVE A

Defeat the demons and learn about the invasion.

THE HAZARDS OF TRAVEL

The characters start off looking for signs of the Wandering Emporium. The emporium mainly consists of eleven large infernal machines. The characters likely have abilities or items that reduce most of the “natural” hazards of travel in Avernus to trivial annoyances, but that doesn’t mean they get a free pass.

FINDING THE EMPORIUMS TRACKS

Dara knows the general direction from where they started to where she left the emporium, giving the group a starting route. Have the characters make a DC 15 Wisdom (Perception) check. Characters that participated in any one of the three adventures in the *Doors and Corners* trilogy (DDAL09-15, 16, or 17) make this check with advantage.

If successful, the characters pick up the trail in 8 hours. For each character that succeeds on the check by 5 or more, reduce the number of hours it takes for the characters to pick up the trail by 1 hour (to a minimum of 2 hours).

At the end of each hour of travel, each non-evil character must succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion. These levels of exhaustion can only be removed by completing a long rest while sheltered from the harsh Avernian winds.

CONSEQUENCES: DDALog-o8 *In the Garden of Evil*

If characters have the story award **Safe Haven**, they can take the option (see Divergence in the Call to Action section) to guide the Bloody Hooves to Bloodroot Grove, where the influence of the redeemed unicorn Zhalruban has begun to change the oppressive forest. The unicorn still resides here, tending the area and providing a safe haven, because of the previous actions of one or more of the characters. That character needs to make introductions in order for the unicorn to allow the Bloody Hooves to stay there. Because of the time spent in the forest and out of the wind, the party’s next Constitution saving throw (to avoid suffering a level of exhaustion) is made with advantage. As a bonus, they also find the Wandering Emporium’s trail an hour sooner. In addition, they approach the tower (detailed later in this section) from the side (so the pool of lava is *behind* the tower).

INFERNAL MACHINES IN THIS ENCOUNTER

If the characters have an infernal machine, it only speeds up travel time once they find the trail. However, the war machines provide shelter against the Avernian winds, so the party has advantage on their saving throws to resist its negative effects.

YOU'RE NOT ALONE!

The characters can duck behind ruins or around other cover to avoid notice of some of the denizens of Avernus. There is a chance they draw the attention of some creatures or hellish hazards in spite of that. Choose no more than two of the following incidents, and the action should not take up more than 10 minutes (if the Call to Action took longer than 15 minutes, consider only implementing one of these scenarios).

- While attempting to skirt a tar pit, one of the characters steps into it and sinks 1d4 feet into a patch of scalding-hot quicksand and is restrained (escape DC 15). At the start of each turn, the character restrained by the quicksand takes 11 (2d10) fire damage and sinks another 1d4 feet. The DC of the escape check increases by an amount equal to the number of feet that the character has sunk into the quicksand. A creature outside of the quicksand can use the Help action to assist the restrained creature in escaping but takes 11 (2d10) fire damage as a result.
- A group of eleven (2d10) **striges** attack.
- A swarm of meteors comes crashing down. Each creature in a 60-foot radius takes 17 (5d6) bludgeoning damage and 17 (5d6) fire damage. A successful DC 15 Dexterity saving throw reduces this damage by half.
- A group of five **lemures** are rolling boulders toward the River Styx, overseen by a **bearded devil**. The bearded devil isn't happy being stuck with this inglorious task, and his thoughts are elsewhere. Seeing the characters, he's excited for the opportunity to potentially tempt some mortals.

DDALog-10 *Tipping the Scales*

The **ice devil** Yxygirizeeg and two invisible **imps** in his service harass the party. He isn't really interested in killing them—he relishes torment and despair. He blocks their way with a wall of ice and commences to taunt them with their failures. This includes mocking Dara for her failure to get the soul of the leader of the Bloody Hooves. If the characters initiate combat, Yxygirizeeg stays for one round of combat before heading off—he has other deals in the works, more profitable than fighting. The imps do not reveal themselves unless combat ensues or unless directed to do so by Yxygirizeeg telepathically.

FOUND THE TRACKS AND AMBUSH!

Not long after the party has found the tracks of the Wandering Emporium and started following them, they are ambushed by team of demonic scouts.

DDALog-06 *Infernal Insurgency* or DDALog-07 *The Diabolical Dive*

If the **babau** Dalgro Carrionclaw is in charge, he recognizes the party. This impacts both combat and social interactions because of his knowledge of the characters and their abilities. The characters know him as a demon scout and saboteur. Check the players' answers on the handout to see if he is still alive.



Tower. All that is left of the tower is the ground floor, although the ragged wall in some places still reaches 25 feet in the air, while in others it is no more than 8 feet high. The door is gone. Piles of rubble and bones create hiding spots or handy ammunition. Boulders are scattered about the outside.

Lava Pool. A large, irregular, oblong pool stretches 100 feet long by 50 feet wide (max dimensions). Heat radiates out from the pool, noticeable even in this environment. Any creature standing within 10 feet of the edge or flying 10 feet above it must succeed on a DC 12 Constitution saving throw or take 22 (4d10) fire damage. If a creature is pushed into or falls into the pool, it must make a DC 15 Constitution saving throw, taking 55 (10d10) fire damage on a failure, or half as much damage on a success.

Creatures. The team consist of a **maurezhi** leading two **ghoul** servants, two **chasme**, and a **babau**. They're one of several scout teams of demons looking for the emporium, which is the target of a large demonic invasion. The demons desire the emporium's resources.



PLAYING THE PILLARS

Here are some suggestions for this encounter.

Social. The demons see the characters as possible information sources. Magic or charismatic characters might be able to increase this perception. In this instance, the demons approach in a friendly manner. They actually ask if the characters know where the Wandering Emporium is, revealing that they need to resupply and they hear it is neutral territory. They try and find out information on the emporium's security if the characters engage them. Note that the characters may have worked with demons previously. However, if the characters do not share a language with the demons, sharing these complex concepts is more difficult.

Combat. The maurezhi allows his ghouls to go forward before him, since he can raise them if needed before targeting any ground-bound spellcaster. The chasmes focus on any flying characters before focusing on spellcasters. The babau uses spells first—*levitate* if it needs to reach a target, *heat metal* on an armored opponent, and *darkness* to gain an advantage if needed.

Exploration. Characters exploring ahead of the rest of the party can discover the demons as the demons search the tower ruins for anything of value. The ghouls and chasmes are left on watch. The boulders scattered about can provide cover. If successful, the party can ambush the demons.

What Do They Know? The babau and maurezhi believe that the emporium recently received a large shipment of supplies destined to support the very devil armies the demons are fighting near Elturel. Denying the supplies to their foes is as important as gaining them for themselves.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **chasmes** and the **ghouls** with a **babau**.
- **Weak:** Replace one **chasme** and one **ghoul** with two **babau**.
- **Strong:** Add a **chasme** or a **babau**.
- **Very Strong:** Add a **chasme** and a **babau**.

Developments. Even if they don't get the demons to tell them about the planned targeting of the Wandering Emporium, it becomes fairly obvious as the party continues following the tracks that they are not the only ones trying to find the Emporium. The sheer number of demon tracks crossing the path they're following implies a significant force of demons are also on the hunt. Determining that the tracks belong to demons can be done through a successful combination of Intelligence (Arcana) and Wisdom (Perception) checks. You may also assume characters at this level who have participated in previous Season 9 adventures already know what demon tracks look like. Thus, the party has completed **Story Objective A:** defeating the demons and finding out about the invasion.

Treasure. The maurezhi (or one of the babau) has a backpack containing a bag of gems as well as an *oathbow*. By searching briefly in the tower, the party can find two *potions of superior healing*.



PART 2: THE DEMONS ARE COMING! THE DEMONS ARE COMING!

Estimated Duration: 2 hours, 45 minutes

This part has three scenes, each of which highlights one of the pillars of play.

THE WANDERING EMPORIUM

The emporium is a traveling bazaar under the direction of Mahadi. Most of the merchants and staff are indentured to Mahadi's service until they pay off their debts. The emporium travels on the backs of nine huge infernal machines. They have set up in the ruins of a town, centering around the open area that was the town square. The emporium's infernal machines flatten out the rubble that had remained around the perimeter of the square and taken up their usual U-shaped formation.

STORY OBJECTIVE B

Defending the emporium is **Story Objective B**. The characters find out what they can about the current situation and then help prepare the emporium for the attack before facing the demon offensive. Both **Bonus Objective A** and **Bonus Objective B** are pursued during **Encounter B**.

In the distance you see what appears to be a small town amid the wasteland of Avernus. As you get closer, bodies of demons, gnolls, and devils are scattered about. The town is revealed to be mostly ruins. However, an elaborate tent, with signs of recent damage, is set up across the road leading into the town.

When you get closer you see a sign that says "All are welcome here. No fighting! No spellcasting! No exceptions!"

AREA INFORMATION

The emporium has the following features:

Dimensions and Terrain. Mahadi's Wandering Emporium has avenues lined with tents and stalls. These sit within a protective U-shaped border made of infernal war machines with armor plates hung like curtains between each vehicle.

Sounds and Smells. The wind howls incessantly outside the emporium, and the stench of rot and ozone is thick in the air. Within, the environment is markedly different: the air is calm and pleasing, and the typical smells of sulfur, iron, and blood, while present, are much fainter. Something magical is definitely at play.

Ground. The passage of the Infernal Machines of the emporium has evened out the main pathways to the center from only one side, otherwise the side streets are strewn with rubble and thus are difficult terrain.

Buildings. Some of the buildings have remnants of their second floors still; however, the rest of the town consists of partial buildings or mere foundation outlines.

CONSEQUENCES!

The characters may have run afoul of Mahadi himself during play of DDAL09-11 *Losing Fai*, and he may have banned them from the emporium! In this case, the characters might have a chance to get into Mahadi's good graces, perhaps by completing a bonus objective before being let in to help or coming up with another way to please him. In the case of those who have wronged him, the characters are clearly not seen as friends but as needed tools. The only way he will help them is if they help him first. See the handout for any characters with this issue. Characters that are on his good side—or that he at least sees as neutral—might intervene for the rest of the party. If you are including the bonus objectives, consider using Bonus Objective A: Dead Demon Goodness now.

CREATURE INFORMATION

Mahadi is at the entrance getting reports from numerous **imps**, and he has three **hobgoblin veterans** with him. Right now, he is getting reports on damage and casualties from the last skirmish.

What Do They Want? Mahadi wants to know what these various demon attacks portend. That said, he still believes that the neutrality of the emporium means that this is just a minor thing. He has much to do, so he reminds them of the rules and welcomes them to enjoy the offerings on hand. Mahadi still hopes to find a bargain Dara cannot refuse and thus gain her soul.

What Do They Know? There have been several skirmishes with demons over the last few hours. The emporium has been set up here for approximately 1 day.

SCENE A: WHAT'S UP?

Characters that participated in other Season 9: *Avernus Rising* adventures or *Baldur's Gate: Descent into Avernus* likely know the main gathered host (**Dramatis Personae**). At the very least, they should be acquainted with Fai Chen.

What Do They Want? Most simply, they want to survive and repay their debt to Mahadi.

What Do They Know? They arrived yesterday and set up shop. There were sightings of a few demons about 6 hours later, and there have been a few attacks since then. The latest was a group of gnolls and demons.

- **Burney the Barber** wants the guards she is treating to survive. The Calishite woman has a habit of giving advice through morality stories. She tries to impart via one such story how some creatures resist cold, fire, and lightning.
- **Elliach**. From the transmuter's odd perspective, this is a unique opportunity to get a great deal on more demon ichor! In part because of his experiments, he has a supply of acid (ten vials at 25 gp each; each deals 2d6 damage as explained in the PHB). If you bring him an equal amount of demon ichor, he'll refund your money!
- **Fhet'Ahla**. The obese amnizu knows that prisoners were taken during the last skirmish but hasn't bothered himself with where they are now. He wishes Mahadi wasn't so against the idea of casting a *globe of invulnerability* spell within the emporium—it would be helpful for his survival! (Fhet'Ahla hints that technically the emporium ends at the outside of U-shaped perimeter of infernal machines.)

- **Rassh, Skids, and Slagg** are feverishly making repairs and trying to figure out ways to boost damage output (see Bonus Objective A). If any fighters in the party look like their armor is not up to snuff, Slagg stops long enough to critique it and (unless the character has magical armor) offers to loan the character a better set (including plate). All they have is mundane armor, and their normal price is 150% over typical PHB prices. Rent is one *soul coin* or one-third their price for the armor (nonrefundable), and they make the character sign a contract.
- **Fai Chen** knows that there were prisoners taken from the last attack. Mahadi has not yet interrogated them, but Fai Chen can get the characters access to them to do so. He cautions the characters that Mahadi is likely to add to his cavalcade of indentured servants rather than deal with more dead bodies.

QUESTIONING PRISONERS

In a small tent adjacent to Fai Chen's, Kenadet (a **hobgoblin veteran**) and two **hobgoblins** stand guard over two bound and gagged prisoners: Wrinzok Rottenteeth (a **maurezhi** who looks like a decayed bearded devil due to its last meal) and Krurg Mucusface (a **gnoll fang of Yeenoghu** with a constantly oozing facial scar). Both have only a quarter of their hit points, and the gnoll has no armor.

What Do they Want? Their survival instinct is strong, but they also have faith in the size of the warband that is coming.

What Do they Know? The demons know their fellows will attack with overwhelming force (boast). The attack is going to occur within 4 hours (they need to be persuaded or intimidated to reveal this). There is nowhere to run to. They also know that their **nalfeshnee** master, Bertheraan, captured an **ice devil** possessing a mortal soul (possible boast).

CONSEQUENCES!

There are some NPCs that are only here if the party includes adventurers that participated in specific prior adventures. These NPCs know the same information as the rest of the emporium's residents but might assist in other ways.

- **DDAL09-10 Tipping the Scales**. The silver dragon Gaarelmorian is present in his **archmage** form and may assist the characters with spells (see his stat block) during the Adding Defenses portion of Scene B.
- **DDAL09-12 The Breath of Life**. The party may have returned the hound-headed angel **Verwyrr** to life. Such a powerful grand warrior would be useful, though he can't leave the emporium except to leave the Nine Hells, or he risks bringing both the full force of the Hells as well as the current demon threat down upon them. Verwyrr can feel that the citadel—and thus the archdevil that held it captive for so long—is not far away. If you are using **Bonus Objective B**, he can give the characters that information. However, he does not know anything about the layout of the citadel.
- **DDAL09-13 The Swarmed Heart**. The characters may have returned the owl-headed angel **Raskamedies** to life. A smart advisor, this angel could offer a number of helpful tips. Like Verwyrr, he cannot leave the emporium.

SCENE B: LET'S GO, DEFENSE!

Mahadi instructs the characters to assist in preparing the emporium for attack by creating perimeter defenses and warding the area for the looming demonic horde. He wants to avoid fighting within the emporium if at all possible. The characters should have at least 2.5 hours to complete preparations. Encourage and reward out-of-the-box thinking!

In preparing the emporium's defenses, the characters improve the likelihood that a given NPC survives the battle. Each of the defenses in this section provides a certain number of **Survival Points**. Keep a running total of the number of Survival Points that the characters accrue. The characters needn't know what they are or how many they have; they're used solely to determine who survives.

BONUS OBJECTIVES. If you're utilizing one or both of the bonus objectives, they are run during this part of the adventure. If you're running only one of the bonus objectives, the characters only have 90 minutes to prepare other defenses, and if you're running both, they only have 45 minutes (bonus objective also give points).

THE INFERNAL MACHINES

The infernal machines of the emporium are versions of the Demon Grinder machines (gargantuan vehicles) but have flame throwers and Styx sprayers instead of chompers and wrecking balls. They form the emporium's U-shaped defensive perimeter. If the characters also have one or more infernal machines, they can opt to station them at the open end of the U.

ADDING DEFENSES IN THE RUIN TOWN

While Mahadi's restriction on spellcasting within the emporium is still in effect (rules are rules after all), the area past the infernal machines is technically not part of the Wandering Emporium and thus the rules do not apply there (the devil's in the details), even though the area is important to the defense of the emporium.

Assign a check and DC appropriate to the type and complexity of the trap. For example, the trench trap might require a DC 15 Strength (Athletics) check, while a more elaborate trap involving a tripwire may require DC 20 Dexterity check made with Thieves' Tools to set properly.

The characters can prepare the emporium's defenses in a number of ways, such as:

Marshaling Others. The characters might convince some of Mahadi's crew (a group of six **hobgoblins** and an **imp**) to assist in putting up defenses with a successful DC 17 Charisma (Persuasion) check. Characters that upset Mahadi in previous encounters make this check with disadvantage.

- **SURVIVAL POINTS:** None, but one character each round can use the crew to make a single check with advantage.

Traps and Obstacles. The characters can dig hidden trenches or set pits, deadfall, traps with rolling debris, or even traps placed in ruined buildings. For simplicity's sake you can assume each trap/obstacle takes 20 minutes to set.

- **SURVIVAL POINTS:** 3 points per character per trap or obstacle successfully set.



Building Siege Engines. Some characters may feel they have the expertise to build additional weapons, possibly using spells to create needed materials or scrounging in the ruined town. Building one of these might be reasonable but takes that character the entire time available to set it up. If successful, Mahadi supplies a crew to man the siege engine.

- **SURVIVAL POINTS:** 5 points per engine built. A bonus of 3 points if a *soul coin* was used in its creation.

Spells. Provided the characters know defensive spells (*guards and wards*, *glyph of warding*, *wall of stone*, etc.) or have them prepared, they can be very helpful, but unless the characters have a way of recovering spells this can impact their options in the coming combat. A minimum of 5 minutes per spell in addition to casting time is required (travel between locations).

- **SURVIVAL POINTS:** Points equal to the level of the spell slot used divided by 2 (rounded down).

CONSEQUENCES!

If the players are having a hard time thinking of ways to shore up the defenses and Raskamedies is in the emporium (he can't go outside the emporium unless it is to leave Hell), he uses questions about their abilities to give them tips.

Also, if anyone in the party played DDAL09-09 *Ruined Prospects* and encouraged the dwarven warrior Glanring Ironbelly to stay and help Dara, then he is present and can also aid those without spells.

BONUS OBJECTIVES

If using either or both of the bonus objectives, they must be completed before advancing to the next scene. Bonus Objective A uses a half hour of the available time if completely successful (see Encounter for details) while Bonus Objective B uses an hour. This leaves 45 minutes for the characters to assist in adding to the defenses.

- **SURVIVAL POINTS:** Each bonus objective has the possibility of gaining the party 6 Survival Points (total of 12 if both are completed successfully).

DEVELOPMENTS

The characters can opt to take a short rest during the 2.5 hours they have available, but it impacts what they can accomplish. A spellcaster-heavy party might find this an acceptable tradeoff and the party can split up. Splitting the party in order to do both bonus objectives does not mean any combat or challenges get adjusted for the smaller group attempting them.

SCENE C: INCOMING!

The characters can choose a defensive position, either one they help devise or simply by using the available cover in front of the unarmored entrance to the emporium.

The rumble of the movement of many creatures echoes over the landscape. Time is up—the demons are here!

DEMONIC ONSLAUGHT

The massive demon invasion encircles the Wandering Emporium and the ruined town. Depending on what the

characters did, describe demons being destroyed in droves, falling victim to the traps and weapons, but still more advance over the bodies of their dead.

If **Bonus Objective A** was successfully completed, the improved abilities of the emporium's infernal machine result in any flying opponents in the first and second wave taking 10 fire damage.

CONSEQUENCES!

If Raskamedies, Verwyrr, or Handriel are in the emporium, they can use their Healing Touch without breaking the emporium's rules (as it isn't technically spellcasting). Glanring has Lay on Hands and assists with healing if he is there. If any of the characters played DDAL09-09 *Ruined Prospects* and encouraged Glanring to seek out other Hellriders, he gallops in with a large group of paladins when the characters are in dire straits or need to regroup (providing them with one round free of being attacked).

AREA INFORMATION

The terrain varies based on what additions the characters made. The ruins may have any of the following:

Sky. Burning comets of lava streak across the distant sky.
Light. Twilight.

Sound. The drone of wings, battle cries, shrieks of pain, and eerie cackling mix with the ever-present wind.

Smell. Brimstone, decay, and copper.

Walls. None longer than 12 feet and ranging from 3 feet to 5 feet high (unless a character used a *wall of stone* spell, then the walls are as they constructed them).

Tar Pools (Optional). Two to five small shallow pools of a tarlike substance. A creature stepping in one must succeed on a DC 15 Strength (Athletics) check or be restrained. Additional checks can be made at the end of each round to end this condition. All walking movement afterward is as if it is difficult terrain because of the residue on the creature's feet.

CREATURE INFORMATION

The battle plays out in three waves. While hundreds of demons are gathered to attack the emporium, the characters only have to deal with a small portion.

- **Wave 1: Cannon Fodder.** This consists of two **manes** with explosive charges, two **dretches**, two **shadow demons**, three **ghouls**, and a **maurezhi** (at least that is how many make it through to the characters). The dretches use their Fetid Cloud first, hopefully allowing the manes to survive long enough to reach a defensive wall/obstacle and blow it up or to get an attack in. This allows them to be a distraction long enough for the shadow demons to attack. If the characters eliminate all the opponents in one round, they have a round of actions before the second wave arrives.
- **Bonus Objective A.** If the characters are hard-pressed and completed Bonus Objective A, a cone of flame arches over their heads onto their opponents in a 15-foot cone (result of the boost). Creatures in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save or half as much on a successful one. This can occur a maximum of three times.

- **Wave 2: Shock Troops.** This wave arrives at the start of the third round of combat (insert into initiative order) unless **Bonus Objective B** was successfully completed, in which case it doesn't arrive until the fourth round. (See the following boxed text.) This host of devils rampages through the battlefield slowing the demons' forward movement. This wave consists of three **barlguras** and two **shadow demons**. The barlguras use *invisibility* to hide their approach and *entangle* to try and prevent flying foes from going airborne or to keep more mobile opponents stationary.

The roar of a dragon echoes across the battlefield as Qirozz arrives on the back of an ancient red dragon followed by a fleet of infernal war machines! The dragon's fire roasts a host of your enemies!

- **Wave 3: The Commander.** Methdokran (a **glabrezu**) arrives the round after Wave 2 (either the fourth or fifth round) having already cast *fly* on himself.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

WAVE 1

- **Very Weak:** Remove all **ghouls** and a **shadow demon**.
- **Weak:** Remove two **dretches** and a **shadow demon**.
- **Strong:** Add a **barlgura** and a **shadow demon**.
- **Very Strong:** Add two **barlguras** and a **shadow demon**.

WAVE 2

- **Very Weak:** Remove a **barlgura** and two **shadow demons**.
- **Weak:** Remove a **barlgura** and a **shadow demon**.
- **Strong:** Add a **barlgura** and a **vrock**.
- **Very Strong:** Add two **barlguras** and two **vrocks**.

WAVE 3

- **Very Weak:** Replace the **glabrezu** with a **hezrou** with half of its normal hit points remaining.
- **Weak:** Replace the **glabrezu** with a **hezrou**.
- **Strong:** Add a **vrock**.
- **Very Strong:** Add two **vrocks**.

TREASURE

Searching the bodies provides the group with a *spell scroll of investiture of wind* and a *spell scroll of blade barrier*, as well as gems and gold. Fai Chen offers a *ring of warmth* to them.

If none of the NPCs died, Mahadi grudgingly acknowledges their efforts and offers them each a meal (food only) in *Infernal Rapture* for free and a *soul coin* (which he hopes to earn back from those characters interested in additional services in *Infernal Rapture*).

DETERMINING WHO HAS SURVIVED

Whether or not an NPC has survived the battle is determined by the number of **Survival Points** modified by the size and strength of the group, as follows:



- **Group Size.** If the group consists of fewer than five characters, reduce the Points Needed by 5. If it consists of more than five characters, increase it by 5.
- **APL.** If the group's APL is less than 13, reduce the Points Needed by 3. If it exceeds 13, increases it by 3.

NPC	Points Needed
Fai Chen	5
Slagg	10
Elliach	15
Rassh	20
Fhet'Ahla	25
One-or-Two	28
Skids	30
Verwyyr*	35
Raskamedies*	40
Glanring Ironbelly*	45

*If one or more of these NPCs are not present, move the name below up.

For example, a group of four characters with an APL of 12 needs 37 Survival Points to save all of the NPCs: 45 – 5 (fewer than 5 characters) – 3 (APL less than 13). A group of seven characters with an APL of 16 requires 53 Survival Points for all of them to survive: 45 + 5 (more than five characters) + 3 (APL higher than 13).

REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

PLAYER REWARDS

The characters can earn the following rewards:

ADVANCEMENT

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

GOLD

Award each character gold for each hour of the session. Adventures typically feature 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 8**.

- *Oathbow*
- *Potion of superior healing*
- *Ring of warmth*
- *Soul coin*
- *Spell scroll of blade barrier*
- *Spell scroll of investiture of wind*

STORY AWARDS

The characters may earn one or more of the following story awards. These story awards are described in **Appendix 9**.

- **You Let Dara Die!**
- **Failed to Protect!**

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement** and **treasure checkpoints** for the characters' completion of objectives.

You may complete DM Quests for running this adventure. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

DRAMATIS PERSONAE

The following NPCs and locations feature prominently in this adventure.

Ghorin (GORE inn) and Clyde. Ghorin appears to be an elderly man nearing seventy years of age. He's a doddering old man who wears dusty clothes worn thin from years of hard work. He walks with a stooped gait supported by a long, smooth yew staff. He's frequently accompanied by an equally old goat with gray fur named Clyde. The two are actually a pair of angels (a planetar and a deva, respectively) guarding the Chosen of Ilmater.

- **What They Want.** Ghorin lives to serve Dara and to keep her safe from harm—no matter the cost. Given that 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, he's still sharp as a tack, no nonsense, and has a story about everything. His keen eyes miss nothing.

Dara (DAH ra). This ten-year-old child was raised by priests of Ilmater in Amn, where she found and read from the *Book of Exalted Deeds*, triggering her transformation into a Chosen of Ilmater.

- **What They Want.** Dara is on a sacred mission into Avernus to find the souls of lost angels and mortal Hellriders who accompanied Zariel during her Descent into the Nine Hells. She believes the Bloody Hooves need their commander to be an effective force.
- **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.

Sir Gidor Honorsbright (dwarven paladin of Helm) is the ranking member of the Bloody Hooves that have been revived

- **What They Want.** He wants to ride out killing devils until they find some sign of the commander.
- **Steadfast.** As a paladin of Helm, he fiercely believes that being vigilant and fair are essential qualities. He sees going after the commander's soul as keeping faith with the oath he made to the regiment's commander.

Horst Atheraice, human High Priest of Torm, leader of the Bloody Hooves clerics.

- **What They Want.** He believes that the needs of Elturel outweigh the retrieval of the soul of the regiment's commander.
- **Pragmatic.** The fight against evil and injustice is greater than any one person.

Fai Chen (FIE CHEN). A Shou man apparently in his late thirties, Fai is known for the strange travelling caravan from which he barter and sells magical items and rarities. He only trades magic items for magic items but does take coin for consumables and appreciates the value of a *soul coin* (which is a magic item). He is always accompanied by his mule, Gary, and a blue faerie dragon, Drandel dew.

- **What They Want.** Fai Chen is curious about Dara's mission, but the real reason he's here is less certain. What is clear is that he seems to enjoy the hell-tinged banter and contentious relationship with Mahadi.

- **Mysterious and Resourceful.** Fai Chen always seems to know more than he's telling but never offers to share. When in a pinch though, he's willing to lend a hand to those who need it, particularly for an underdog.

Mahadi (muh HAH dee). Appearing as a brown-skinned Turmish merchant lord, Mahadi is a rakshasa in service to Asmodeus. He is completely dedicated to, and open about, his policy of neutrality with customers.

- **What They Want.** Mahadi serves his master by collecting information on customers. And he certainly collects plenty of souls and debts for himself while doing so. He very much wants Dara's pure, god-touched soul as a prize.
- **A Charismatic Host.** Mahadi is more than willing to act as a negotiator and broker for all sorts of creatures in Avernus. His adherence to rules makes him a smart choice and endears him to those he spies on for Asmodeus.

Elliach (EL ee ak). This strange creature is mostly human but is oddly warped by his experiments with demon ichor. His arms are elongated tentacles with fingers at the ends and he has no ears, so he reads lips and signs to communicate with customers.

- **What They Want.** Elliach is a talented transmuter, and his experience with demon ichor has excited him about possibly unlocking magical secrets. More than anything, he wants access to materials for his experiments.
- **Morally Flexible.** The mage is largely unconcerned with the cost of his experiments to others. He sees understanding as its own reward and doesn't care what it takes to get his hands on more demon ichor and *soul coins*.

Burney the Barber (BUR nee). Burney appears as a polite and friendly Calishite woman. She is happy to tell stories (often with a moral message) and willing to provide whatever cosmetic or medical treatments are called for as well as spellcasting services.

- **What They Want.** Burney is an ancient copper dragon named Balarystul, keeping an eye on the fiends here. She wants to ensure any goodly folk have a chance to walk away with their lives and their souls, but only so long as she can keep her cover intact. Her stories can direct good-aligned characters toward help.
- **Talented Healer.** Burney is treated as having the Healer feat and proficiency in herbalism and healer's kits with a +3 to relevant rolls. All her non-spellcasting services cost 1 gp. She will not even touch *soul coins* when payment is due.

Rassh, Skids, and Slagg. Three salamanders who owe a debt to Mahadi. They maintain the infernal machines and craft metal items for sale.

- **What They Want.** They escaped from Bel's Forge and owe Mahadi for secreting them away and giving them shelter. So far this has been less arduous and much more interesting than servitude to Bel. They do not want to be killed or taken prisoner by demons, as that does not sound interesting at all.

- **Talented Crafting.** They can repair damaged but still working infernal machines for 50 gp per hit point restored. They also have nonmagical weapons and metal armor for sale, but the price increase (150%) is significant.

Fhet'Ahla (feh TALL uh). Fhet'Ahla is an amnizu—an obese, highly intelligent, and loyal devil who keeps imps as couriers for Mahadi. He also purchases *soul coins* (100 gp minus 25 gp for each charge used) and acts as a notary for infernal contracts.

- **What They Want.** Fhet'Ahla has a monodrone servant called One-or-Two. Fhet'Ahla believes that if he can turn One-or-Two to evil, Asmodeus will force Mahadi to rescind his debt.
- **Intelligent Bully.** As with many amnizu, Fhet'Ahla is a skilled tactician, but he spends most of his efforts on finding ways to abuse his authority over the creatures that serve him.

Wrinzok Rottenteeth. The maurezhi last ate a bearded devil, but enough time has passed that its form has begun to rot, revealing the sharply pointed ears and claw-like hands of the maurezhi.

- **What They Want.** To lead an army of ghouls and ghouls preferably against an elven village. Lacking that opportunity, to survive and maybe get to eat Mahadi. Arrogance is a cover for the disgrace of being captured.

Krurg Mucusface. This gnoll fang of Yeenoghu was blessed with a facial scar that oozes constantly.

- **What They Want.** He is not sure why Yeenoghu cares about this place and is disappointed to be captured. A bargain that would allow him to return to his god would be ideal.

Qirozz (kir ROZ) is an archdevil whose fortress is carved out of a basalt formation in the vast plain which is pitted and cratered. The many sublevels and towers are out of scope for this adventure. She has purple skin, large horns, and jewelry on each finger. She wears a breastplate inlaid with carved bone.

- **What They Want.** A tactician who has managed to keep her position, even when Zariel took over, Qirozz likes to find a creature's weakness and exploit it. She is particularly fond of baiting and playing with paladins, testing their faith and abilities. She is also highly annoyed that her prize possession, the Fetid Chalice is gone. She needs a new prize or a remarkable deed to wipe out the embarrassment (and hit to her reputation) of having it be stolen during her lavish ball. If any of the characters played DDAL09-12 *The Breath of Life*, she targets them for her ire.

CREATURE STATISTICS

The following creatures appear in this adventure.

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

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

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

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

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (3 slots): *globe of invulnerability*

7th level (3 slots): *teleport*

8th level (3 slots): *mind blank**

9th level (3 slots): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BABAU

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

Challenge 4 (1,100 XP)

Innate Spellcasting. The babau's innate spellcasting ability is Wisdom (spell save DC 11). The babau can innately cast the following spells, requiring no material components:

At will: *darkness*, *dispel magic*, *fear*, *heat metal*, *levitate*

ACTIONS

Multiattack. The babau makes two melee attacks. It can also use *Weakening Gaze* before or after making these attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when used with two hands to make a melee attack.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's innate spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring only verbal components:

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility* (self only)

Reckless. At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

CHASME

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

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

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances cold, fire, lightning,

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, Elvish, telepathy 120 ft.

Challenge 6 (2,300 XP)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically makes the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

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

Spider Climb. The chasme can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

DEVA

Medium celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

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

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *commune*, *raise dead*

ACTIONS

Multiattack. The deva makes two melee attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/day). The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold; fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, , telepathy 120 ft (only works with creatures that understand Abyssal).
Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The maurezhi makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) piercing damage.

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

Fetid Cloud (1/Day). 3 A 10-foot-radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of their next turn. While poisoned in this way the target can take an action or a bonus action on its turn, not both and can't take reactions.

GHAST

Medium undead, chaotic evil

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

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

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

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

Turning Defense. The gahst and any ghouls within 30 feet of it have advantage on saving throw against effects that turn undead.

ACTIONS

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOUL

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GLABREZU

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.,

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Str +9, Con +9, Wis +7, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*

1/day each: *confusion*, *fly*, *power word stun*

Magic Resistance. The glabrezu has advantage on saving throws against spells and spell effects.

ACTIONS

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts a spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grabbed (escape DC 19). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

GNOLL

Medium fiend (gnoll), chaotic evil

Armor Class 15 (hide armor and shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft./ one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., or range 20/60 ft./ one creature. *Hit:* 5 (1d8 + 1) piercing damage.

GNOLL FANG OF YEENOGHU

Medium fiend (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Chr +3,

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Gnoll

Challenge 4 (1,100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes three attacks: one with its bit and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

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

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

ICE DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

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

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its spear and one with its tail.

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

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

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

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 that aren't silvered

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 on 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.

MANES

Small fiend (demon), chaotic evil

Armor Class 9

Hit Points 9 (2d6 + 2)

Speed 20 ft.

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

Damage Resistances cold; fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak.

Challenge 1/8 (25 XP)

ACTIONS

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

MAUREZHI

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	11 (+0)	12 (+1)	15 (+2)

Skills Deception +5

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Elven, telepathy 120 ft.

Challenge 7 (2,900 XP)

Assume Form. The maurezhi can assume the appearance of any Medium humanoid it has eaten. It remains in this form for 1d6 days, during which time the form gradually decays until, when the effect ends, the form sloughs from the demon's body

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

ACTIONS

Multiattack. The maurezhi makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. If the target is a humanoid its Charisma score is reduced by 1d4. This reduction lasts until the target finishes a short or long rest. The target dies if this reduces its Charisma score to 0. It rises 24 hours later as a ghoul, unless it has been revived or its corpse has been destroyed.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of end of each of its turns, ending the effect on itself on a success.

Raise Ghoul (Recharge 5-6). The maurezhi targets one dead ghoul or ghost it can see within 30 feet of it. The target is revived with all of its hit points.

NIGHTMARE

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

SALAMANDER

Large elemental, neutral

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., Passive Perception 10
Languages Ignan
Challenge 5 (1,800 XP)

Heated body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or 10/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage or 13 (2d8 + 4) if using with two hands to make a melee attack, plus 3 (1d6) fire damage

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple is ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4
Skills Stealth +7
Damage Vulnerabilities radiant
Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 30 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 that aren't silvered

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 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 creature. *Hit:* 5 (2d4) slashing damage.

Fork. *Melee Weapon Attack:* +2 to hit, reach 10 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.

HOBGOBLIN VETERAN (VETERAN)

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

HOBGOBLIN VETERAN ADJUSTMENTS

The hobgoblin veteran has the following modifications:

- **AC** 18 (chain mail, shield)
- **Senses** darkvision 60 ft.
- **Languages** Common, Goblin
- **Martial Advantage.** Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

VINE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +1

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

ACTIONS

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

Hit: 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The vrock makes three attacks: two with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in the area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

APPENDIX 1: DEAD DEMON GOODNESS (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

The salamander brothers Rassh, Skids, and Slagg of Firesnake Forge have an idea to superpower the flamethrowers and Styx sprayers mounted on the emporium's nine huge infernal war machines, but their supply is running low. The characters need to sneak out of cover of the emporium and retrieve the ichor from the many dead demons lying out in the open.

BONUS OBJECTIVE A

Retrieving demon ichor from the conveniently dead demons is **Bonus Objective A**. This ichor is to be used to improve the offensive abilities of the Wandering Emporium during the battle.

PREREQUISITE

The characters must have finished Part One. Ideally, they should have also completed Scene A of Part Two, but if one or more of the characters have been banned from the Wandering Emporium, this task could be used to get them back in Mahadi's good graces.

THE TASK

Either Mahadi or the salamanders themselves ask the characters to assist by retrieving demon ichor from the battlefield surrounding the town. They are given six metal containers. If the weapons are to be upgraded, a minimum of four are needed—though six would be better. Two

containers are needed just to ensure they have enough to attack during the coming battle. They also give the characters a couple ladles and mugs with which to scoop the ichor.

The characters could attempt to devise a siphon, but that also has dangers of inhaling the ichor. Because of his experiments, the transmuter Elliach has a mix of alchemic apparatuses. The characters might go to him for equipment, but he demands five vials in return for his trouble. He provides the vials. Each vial holds a scoop, but a DC 15 Dexterity skill check is needed to pour the scoop of ichor into the vial without spilling so much that a second scoop is needed.

AREA INFORMATION

The area outside of the ruined town is where the skirmishes have occurred. While the immediate area is somewhat flat, there is a low rise about 40 feet away from the edge of the ruins. It is in that area that the decaying bodies and pools of demon ichor are scattered about. Boulders dot the landscape as do some shallow depressions just deep enough to hide a small creature.

Blighted Areas. These are remnants of gardens and fields. Withered, yellowed vegetation resembling old bones covers an irregularly shaped area, one of which has a pool of ichor next to it. Treat the blighted area as if it is occupied by two **vine blights**. A character attempting to get ichor from that pool is subject to attacks.



Ichor Pools. When a demon dies the body rapidly decays. The ichor is a reduction of demonic blood, viscera, and bodily fluids with the consistency and smell of bile. A creature coming in direct contact with it must succeed on a DC 10 Constitution saving throw or suffer a random effect on the Flesh Warping table in *Baldur's Gate: Descent into Avernus* (if you don't have the book readily available, a partial list has been included in Appendix 10). Fiends, oozes, undead, and plants automatically succeed on this saving throw.

Pool Locations. This was recently a battlefield. Some of the pools are in clusters of two or three, while six encircle a bare area where a large creature fended off several opponents, but many pools are widely scattered.

COLLECTING ICHOR

The characters might use spells such as *mage hand* to aid in collecting the ichor without needing to make Constitution saving throws. A successful DC 15 Dexterity saving throw is needed to avoid touching the ichor while doing this.



- Each pool can provide ten scoops of ichor.
- Each container must contain ichor from at least two different pools. It takes twenty scoops to fill a container.

The blighted land around the ruined town shows signs of the recent battle. Broken weapons, decaying bodies of gnolls and redcaps, twisted skeletons, and viscous pools of ichor are strewn about. Incongruously in the middle of the area lie patches of odd plants; pale, dirty, yellow vines with withered leaves tumble about rotting supports.

CREATURE INFORMATION

The characters get interrupted while attempting to collect ichor, not including any interaction with the blighted areas. This occurs after two containers have been filled.

Three of the bodies of redcaps that have not decayed much rise as **ghouls!** (They were servants of Mahadi on their way back from an errand.) As they rise, a **maurezhi** comes over the low hill toward the characters. It looks like a redcap also, the decay having barely started, but it's noticeably taller than a normal redcap. Two **gnoll fangs of Yeenoghu** appear on the rise and charge down to the group. The flap of wings and an ear-splitting shriek announce the arrival of a **vrock**.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace one **gnoll fang of Yeenoghu** with two **dretches** and remove two **ghouls**.
- **Weak:** Remove two **ghouls** and the **gnoll fang of Yeenoghu** and add a **gnoll**.
- **Strong:** Add a **vrock** or a **barlgura**.
- **Very Strong:** Add a **vrock** and a **barlgura**.

DEVELOPMENT

If the above combat takes 5 rounds or fewer, there is no impact on how long it takes the characters to retrieve the minimum of four containers. If the combat only takes 1 round, the characters are able to fill all six containers in 30 minutes. Otherwise, it takes 30 minutes to gather four and an additional 10 minutes to gather another two containers. If they take longer than 5 rounds, add 5 minutes.

Return to Camp Fully Successful. When the characters return to camp, the Salamander brothers greet them with toothy grins and promise to keep an eye on their position in the coming battle. Award 1 Survival Point per container brought back.

APPENDIX 2: DEVIL DIPLOMACY (BONUS OBJECTIVE B)

Estimated Duration: 1 hour

Fai Chen suggests that the characters could increase the fighting force available for defense by getting the Archduchess Qirozz to aid them. Her citadel is not far away from their current location. He cautions that devils rarely do anything without getting something in return, so the heroes might consider what they have to give or what they can obtain here before heading off.

BONUS OBJECTIVE B

Convincing the Archdevil Qirozz to loan her forces to the emporium's defense is **Bonus Objective B**.

CONSEQUENCES!

If any of the characters have played DDAL09-12 *Breath of Life*, this task may be more of a challenge. During the adventure, they either stole or attempted to steal one of her prize possessions. They might have accomplished it without being implicated, or they might have been caught in the act. In either case, she knows them. If she *believes* one or more characters are guilty, those characters' ability checks to win her over are made with disadvantage. If she *knows* they are guilty, they have a harder time getting in to see her at all.

GATHERING INFORMATION AND BRIBES

Ideally the characters take some time to find out more about this archdevil and perhaps discover a decent potential bribe.

What Can They Find Out about Archdevil Qirozz?

The following information requires no skill check; simply asking about her suffices to get people to relay this information.

- Qirozz:
- Has a vast citadel
- Predates Zariel's takeover of Avernus
- Has a large legion of devils
- Likes entertainment and hosts lavish balls
- Is powerful and influential

How Do You Bribe an Archdevil? If the characters ask around the emporium, most answer "a soul" or a "bag of *soul coins*," but if they mention the archdevil by name, a DC 20 Charisma (Persuasion) check reveals that there is rumor she has lost some standing lately, something about a theft (it is dangerous to discuss the business of an archdevil, especially if it is something not favorable).

TALKING TO MAHADI

What information and help the characters get here depends on whether any of them participated in DDAL09-12 *Breath of Life* and how it played out. If no one has, then it is assumed that the theft was successful and Mahadi was not implicated. If there are conflicting results of that encounter, go with what the majority of the table did or did not do. For

example, if in a group of five people, three have not played it and two played it each with different results, you should proceed assuming these adventurers did not do it (though Mahadi stills view the character that got him implicated with disfavor).

What Mahadi Wants. He does not want to take heavy losses (it takes time to replace indentured talent) but he won't be beholden to Qirozz (owe her anything). He still hopes to corrupt Dara, but these adventurers would be a nice addition to his staff.

What Can They Talk Mahadi Into? A DC 25 Charisma (Persuasion) check gets Mahadi to agree to assist with providing the bribe. If the characters have any *soul coins*, he agrees to match however many they are willing to include in the bribe on the condition that if the entire amount is not used, he gets his back first. He insists on them signing a binding contract, and the penalty for breaking it is 1 year of servitude. Even if they don't think to ask about *soul coins*, he offers them a case of her favorite drink, plus a dozen infernal delights (the equivalent of an exquisite truffle) and three *soul coins* under the same conditions.

WHAT WAS STOLEN?

The *Fetid Chalice* was a canine skull bedecked with gems, gilded arcane symbols, and gold inlay. It was made from an angel that Qirozz killed after some adventurers summoned her, and it was a prized possession.

GETTING TO THE CITADEL

There are wandering bands of demons and their allies between the emporium and the citadel. The characters can choose to try and sneak past or simply assume they can best anyone that crosses their path. Some of these NPC groups have poor passive Perception, so they could be right, since heroes often have a way to pass without notice or avoid problems by flying. It would be a shame to let all that planning to go to waste.

Slipping out through the ruins, luckily the main mass of demons does not seem to be in your immediate path, but the rugged terrain could easily have hidden foes.

AREA INFORMATION

Once past the ruins, the characters are traveling across a blasted plain. Boulders ranging from Small to Huge are scattered about as are craters of various sizes.

Sky. Dark clouds rumble across a dull red sky.

Light. Twilight at best.

Sound. The wind carries the sounds of pain of those suffering in Avernus, shrieking and howling.

Smell. Brimstone, burning tar, and wafts of decay.

CREATURE INFORMATION

There are three types of scouting parties wandering the area. One is solely made up of creatures who can't fly, one group of only flying creatures, and the other is a mixed group. Choose which one is more of a challenge for the party. This is not the main focus of this part of the adventure, but travel should not be without danger. The attack happens at the halfway point of their travel. If the characters are attempting stealth, consider using an active Perception versus passive for the NPCs since they are looking for enemies.

Group One. This group consists of a **maurezhi**, two **ghouls**, a **dretch**, and two **manes**. They are doing a slow, deliberate sweep of the area. They use cover when available.

Group Two. This group consists of three **shadow demons** and two **nightmares**. The nightmares are not wearing tack! The shadow demons use the nightmares as a distraction and try to get advantage.

Group Three. This mixed group has a **babau** with three **hell hounds** and two **shadow demons**.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

GROUP 1

- **Very Weak/Weak:** Replace the **maurezhi** and **ghouls** with two **babaus**.
- **Strong/Very Strong:** Add a **maurezhi**.

GROUP 2

- **Very Weak/Weak:** Remove the **nightmares**.
- **Strong/Very Strong:** Add a **vrock**.

GROUP 3

- **Very Weak/Weak:** Remove a **shadow demon** and a **hell hound**.
- **Strong/Very Strong:** Add a **vrock** and a **hell hound**.

THE CITADEL OF QIROZZ, THE ARCHDEVIL

A tower of basalt looms over a blasted plain. Several devils are flying about the perimeter wall of the citadel.

AREA INFORMATION

Qirozz's estate has the following features:

Dimensions and Terrain. The citadel is carved out of a basalt formation in the vast plain which is pitted and cratered. The many sublevels and towers are out of scope for this adventure. A high wall (20 feet) encircles it, and guards are posted at the gate.

CREATURE INFORMATION

Four **bearded devils** supervised by a **barbed devil** guard the estate with two **spined devils** flying overhead.

What Do They Want? They want to avoid angering Qirozz by preventing meddling interlopers. If the characters explain they are here to speak with her about an urgent matter, they are allowed in *if* they agree to hand over their weapons (there is an enclosure built into the wall that has shelves for this purpose). They include staves, rods, and wands as types of weapons.

The barbed devil takes you to the door of the main tower, where a horned devil takes over as your escort. Eventually you reach a large audience room. At one end is a dais with a chaise upon which lays a purple-skinned devil with large horns and jewelry on each finger. The devil seems to be reading a book and sipping from a crystal goblet that holds a green liquid.



AREA INFORMATION

The room seems oddly empty, and every sound echoes. Qirozz was so angry when the chalice disappeared that she burned all the furnishings in this room in rage.

Dimensions and Terrain. The ceiling is 30 feet high, and the room is 100 feet in diameter. The dais is 4 feet high and 20 feet wide. On it is a comfortable chaise sized for a large devil and a table with a crystal decanter.

Smells. When you get within 20 feet of the dais, the delicate scent of green apples wafts through the air.

Light. Chandeliers hanging 10 feet from the ceiling provide bright light.

CREATURE INFORMATION

The Archdevil **Qirozz** (Arcana +13, Insight +12, Persuasion +15) is the master of this citadel. She has purple skin, large horns, and jewelry on each finger.

What Do They Want? Her rage has died down—now she is equal parts bored and concerned about the blow to her status. However, she is too good of a tactician to allow boredom to dictate her troop movements. Tribute and the right pitch can win her over to the task.

Convincing Qirozz. Qirozz is eager to assist Mahadi (and by virtue of doing so, currying Asmodeus's favor) but is quite good at hiding it; she's equally excited to see what the characters might offer her in exchange for her help. A gift of drink or infernal delights is a good opening to negotiations, but the characters must explain to her how her intercession benefits her without promising any favors from Mahadi.

In order to convince Qirozz to help, the characters must succeed on a DC 20 Charisma (Deception) or Charisma (Persuasion) group check. But convincing her takes a bit of buttering up and offers of compensation. All characters have one opportunity to plead their case to the archdevil. Characters that provide a particularly compelling argument make the Charisma check with advantage. If any characters are willing to sell their souls to Qirozz in exchange for her aid by means of an infernal contract, no check need be made—she gladly accepts the offer without the need for negotiation.

DEVELOPMENT

Eventually the characters have said all they can and Qirozz must decide.

If She Agrees. She doesn't want to send her full legion, in case the attack is a feint and the citadel is their real target. She sends them back to the emporium with assurances that she won't be far behind. If the characters think to request a contract, she laughs and says, "*We will turn you into proper devils yet,*" but she does produce one, which should be to no one's surprise. The characters earn 6 Survival Points (toward the emporium's defense).

She does send a group of spined devils to ensure that the characters get back to the Wandering Emporium and Mahadi (hard to get credit for helping if Mahadi doesn't know she is coming). She arrives after combat has started, flying in on an ancient red dragon along with her legions (see Part 2 Scene C, Bonus Objective boxed text).



If She Does Not Agree. If they offend her, she gives them a head start to “run back to Mahadi” (just long enough to get out the door) before sending devils out to harass them on the way back to the emporium. If they simply did not offer her enough reasons or attempt to bribe her, she simply dismisses them. “*Mahadi may lose some servants, but he will survive. It is not my problem.*” She tells them to leave or join her as servants. As the characters return to the emporium, she sends out a cadre of **spined devils** to harass them (equal to the number of characters plus one). The spined devils don't kill the characters, so they act somewhat cautiously, leaving the fight if they go down to half their hit points or use half of their tail spines, whichever happens first.

APPENDIX 3: DARA

If Dara dies and the characters return her to life, her powers diminish, so just letting her die and bringing her back is a losing proposition. Every time Dara dies, she loses one of these abilities chosen randomly: her damage resistances, her condition immunities, her Magic Resistance trait, and her Innate Spellcasting trait. If she loses all four, she has lost all of her abilities as a Chosen and may no longer return Hellriders or angels to life.

DARA, CHOSEN OF ILMATER

Medium humanoid (human), lawful good

Armor Class 11

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

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

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 10

Languages Celestial, Common

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

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

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

1/week: *true resurrection*

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

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

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

ACTIONS

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

APPENDIX 4: FAI CHEN REVEALED!

The story of Fai Chen is not what you have been led to believe. He was thought to be a temple monk from the time he came of age, and it is widely believed that he was expelled from his order for unknown indiscretions. Some suspected that he fell in with a group of adventurers and traveled far across Faerûn in search of treasure and danger, attempting to put his ascetic days behind him. You've heard the story of a terrible encounter with a mummy that he never truly healed from and which ultimately caused him to abandon his adventuring career, converting his meager collection of curiosities and magic items acquired during his dangerous stint into the basis for his Fantastical Faire—a traveling shop of wonders.

This is a lie. Didn't you ever wonder how Fai Chen was everywhere when you needed him, no matter where you traveled? Why was it that he only sort of remembered you, and even then he was never quite the same? The Fai Chen you know is clearly hiding something.

Fai Chen did start life as a temple monk, that much is true. At the same time he was mastering the ki techniques of his order, he thirsted for adventure. Reading about all the planes in the monastery library, his desire drew the attention of Mahadi who offered him a deal: the chance to give up his tedious existence to travel with Mahadi's Wandering Emporium and learn that trade. Fai Chen would be free to leave Mahadi's service as soon as he paid off the debt this choice would undoubtedly incur, and then he'd be free to pursue his next great adventure, whatever that might be.

Of course, the debt owed the rakshasa continued to build and build, with each day compounding its interest and penalties. It was clear that Fai Chen might never be freed from Mahadi's trap. So, he learned. He absorbed every trick, skill, and talent he could with regards to contracts and the infernal trade until he was certain he had found a loophole. The debt was his alone, and he was required to remain working within the emporium until he paid it off. The loophole was clear—he just needed more Fai Chens. So, drawing on the mystical lessons of ki and other secrets he'd gathered, Fai Chen created duplicates of himself. These were not mere clones—the duplicates were literally Fai. They all shared a general knowledge of what the others knew, and they all shared the same debt. As long as one of them stayed with the emporium, the rest could go forth and spread Fai's trade, and ultimately, he paid off his debt. Since Fai is the only one to manage this, Mahadi both admires Fai's resourcefulness and simultaneously loathes him.

Fai Chen and his duplicates made their way back to the Material Plane and pursued the only vocation they really know.

DESCRIPTION

Name Fai Chen (FIE-chen)

Race Human (Shou)

Class Monk

Age Late thirties

Gender Male

Height 5'11"

Hair Color Black

Eye Color Dark Green

Skin Color Weathered and tanned

Hallmarks

Fai Chen has key elements that make him unique.

Costuming. Dusty, travel-worn monk's robes.

Unique Magical Items. A special monocle that reveals the true value (monetary, sentimental, or otherwise) of any item he uses looks upon with it. This item can't be kept by the characters and isn't available as a DM Reward.

Unique Weapon. A dagger made of a large tooth, whose origin only Fai Chen knows.

Unique Wooden Cart. Fai Chen wanders Faerûn in his mule-driven, covered wooden cart, which he uses as both his home and his shop. The ceiling and side walls of the interior of the cart are festooned with all manner of magical wonders hanging from pegs and hooks. When open for business, Fai Chen simply opens latches at the top of the cart and allows the split ceiling to fall to the sides to reveal his display of goods. The cart itself is rumored to be some sort of extradimensional space, but that has not been verified, and Fai Chen refuses to discuss it.

Companion. Faerie dragon (blue) named Drandeldew—his friend through a great many adventures.

Roleplaying Fai Chen. Fai Chen is friendly, well mannered, and keenly perceptive. He keeps tabs on everything in his cart and watches everyone near the shop with a preternatural awareness. He does not allow anyone to touch his merchandise until the transaction is complete, and even then, he himself hands the item to the buyer. He always expects fair deals on his items but is happy to trade information for minor magic (such as potions) or gaming sets (his favorite games are card games such as Three-Dragon Ante). He has little use for gold but occasionally takes money for potions, scrolls, and other consumable items. He happily accepts *soul coins*. When there is more than one Fai Chen present, they tend to complete each other's sentences or look at each other knowingly.

Quote: "Ah, you like what you see—what exquisite taste!"

APPENDIX 5: WHAT CAME BEFORE HANDOUT

Please check which adventure this character has played and circle any appropriate story awards or results.

ADVENTURE	PLAYED		QUESTION/STORY AWARD/RESULT		
DDAL09-06 <i>Infernal Insurgency</i>	YES	NO	Did you meet Dalgro Carrionclaw (babau)?	YES	NO
DDAL09-07 <i>The Diabolical Dive</i>	YES	NO	Is Dalgro Carrionclaw (babau) still alive?	YES	NO
DDAL09-08 <i>In the Garden of Evil</i>	YES	NO	Do you have the Safe Haven Story Award?	YES	NO
DDAL09-09 <i>Ruined Prospects</i>	YES	NO	Did you rescue the dwarven warrior Glanring Ironbelly?	YES	NO
			If yes, did you encourage him to look for lost Hellriders?	YES	NO
DDAL09-10 <i>Tipping the Scales</i>	YES	NO	Did you rescue the silver dragon Gaarelmorian?	YES	NO
DDAL09-11 <i>Losing Fai</i>	YES	NO	Did you run afoul of Mahadi?	YES	NO
DDAL09-12 <i>The Breath of Life</i>	YES	NO	Did you bring Verwyyr to life?	YES	NO
			Was Mahadi's reputation harmed by your actions?	YES	NO
			Does the Archduchess know you stole the chalice?	YES	NO
DDAL09-13 <i>The Swarmed Heart</i>	YES	NO	Did you bring Raskamedies to life?	YES	NO
DDAL09-17 <i>In the Hand</i>	YES	NO	Did you rescue the commander's mount?	YES	NO

APPENDIX 6: HANDEIL HANDOUT

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit points 59 (7d10 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

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

ACTIONS

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

HANDEIL

Handeil has the stats of a griffon with the following modifications:

- **Healing Touch (3/Day).** Handeil touches another creature with its beak. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.
- **Innate Spellcasting.** Handeil's innate spellcasting ability is Wisdom (spell save DC 13). Handeil can innately cast the following spells, requiring no components:
At will: detect evil and good, light
1/day each: cure wounds, dispel evil and good
- **Magic Resistance.** Handeil has advantage on saving throws against spells and other magical effects.
- **Magic Weapons.** Handeil's weapon attacks are magical.
- **Shimmering Shield.** Handeil creates a shimmering, magical field around itself and another creature mounted on Handeil. The target gains a +2 bonus to AC until the end of Handeil's next turn.

APPENDIX 7: INFERNAL WAR MACHINE HANDOUT

INFERNAL WAR MACHINES

RULES FOR PLAY

BASE WAR MACHINE

BASE WAR MACHINE

Huge land vehicle

Creature Capacity 8 Medium creatures

Cargo Capacity 10 tons

Armor Class 16

Hit Points 150 (damage threshold 10)

Mishap Threshold 35

Speed 100

STR DEX CON INT WIS CHA
23 (+6) 16 (+3) 14 (+2) 1 (-5) 1 (-5) 1 (-5)

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

Damage Immunities fire, poison

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

CREATURE CAPACITY

The maximum amount of creatures that can fit onto the war machines

DAMAGE THRESHOLD

If a single attack deals less damage than the damage threshold, it is deflected

MISHAP THRESHOLD

If a single attack deals equal for greater damage than the mishap threshold, the war machine suffers a mishap



RIDING A WAR MACHINE

A war machine counts as difficult terrain (i.e. movement costs doubled).

Each war machine has **stations** that you can occupy. Entering a station costs all your movement, but leaving it costs none. Only one creature can fit into a station.

- The character in the **helm** station can use their movement to execute a **basic maneuver** and their action to perform an **attack maneuver** (see Helm Maneuvers).
- A character in a **weapon** station can use their action to make a **weapon attack** with that weapon.

All other creatures embarked on a war machine are considered to be riding on top of it, unless they choose to shelter inside as part of their movement. Characters inside the vehicle can't be targeted by attacks.

HELM MANEUVERS

A character in the Helm station can perform the following:

Basic Maneuver. A character in the helm station can use their **movement** to move the vehicle its speed. During this movement, they can take two turns of up to 90 degrees.

Attack Maneuver. A character in the helm station can use their **action** to perform one of the following:

- **Ram** Move up to the vehicle's speed in a straight line, entering Large or smaller creatures' spaces. Each target must make a DC 18 Dexterity save. On a success, it is pushed 5 feet to the nearest unoccupied space. On a failure, it falls prone and takes 28 (8d6) damage. At the end of the move, the vehicle can ram an adjacent creature or object. **Attack:** the driver makes a Dexterity attack (land vehicles). **Hit:** the target takes 22 (4d10) bludgeoning damage and the attacker takes half damage.
- **Sideswipe** **Target:** one vehicle at close range ahead. **Attack:** Strength check using the vehicle's Strength modifier contested by the target vehicle's Dexterity or Strength check. **Success:** target vehicle pushed into adjacent zone and passengers must succeed on DC 10 Strength check or fall prone.

SOUL COINS

As a bonus action, you can feed 1 soul coin to the machine to achieve one of the following effects:

- Increase the war machine's speed by 20 feet until the end of the character's next turn.
- The next time a weapon on the war machine deals damage before the end of the character's next turn, it deals an additional 10 force damage.
- The infernal war machine regains 20 hit points.

STATION COVER

A creature manning a station has cover:

- The helm station has three-quarter cover (+5 AC and Dexterity saving throws).
- Each weapon station has half-cover (+2 AC and Dexterity saving throws).

If a creature occupying a station is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

APPENDIX 8: 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 out rewards they didn't receive during the session):

OATHBOW

Weapon (longbow), very rare (requires attunement)

When you nock an arrow with this bow, it whispers in Elvish, “*Swift defeat to my enemies.*” When you use this weapon to make a ranged attack, you can, as a command phrase, say “*Swift death to you who have wronged me.*” The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can only have one sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage.

While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

RING OF WARMTH

Ring, uncommon (requires attunement)

While wearing this ring you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

POTION OF SUPERIOR HEALING

Potion, rare

You regain 8d4 +8 hit points when you drink this potion.

SPELL SCROLL OF BLADE BARRIER

Scroll, very rare

This scroll bears the words of the *blade barrier* spell (spell save DC 17). If the spell is on your class spell list, you can use an action to read the scroll and cast the spell.

SPELL SCROLL OF INVESTITURE OF WIND

Scroll, very rare

This scroll bears the words of the *investiture of wind* spell (spell save DC 17). If the spell is on your class spell list, you can use an action to read the scroll and cast the spell.

SOUL COIN

Wondrous item, uncommon

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

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

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

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

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

APPENDIX 9: STORY AWARDS

The characters may earn the following story award during the adventure:

YOU LET DARA DIE!

You failed to keep Dara alive during this adventure. This impacts her abilities when next you meet!

How many times did she die? _____

FAILED TO PROTECT!

Your efforts to improve the defenses of the Wandering Emporium were insufficient to keep everyone alive. (Circle appropriately.)

Fai Chen	Alive	Dead
Slagg	Alive	Dead
Elliach	Alive	Dead
Rassh	Alive	Dead
Fhet'Ahla	Alive	Dead
One-or-Two	Alive	Dead
Skids	Alive	Dead
Verwyyr*	Alive	Dead
Raskamedies*	Alive	Dead
Glanring Ironbelly*	Alive	Dead

APPENDIX 10: DEMON ICHOR AND FLESH WARPING

The full table, which uses a d100, can be found in chapter 3 of *Baldur's Gate: Descent into Avernus*.

FLESH WARPING

d20	Effect
01–05	The color of the target's hair, eyes, and skin becomes blue, red, yellow, or patterned.
06–10	The target's eyes push out of its head on stalks.
11–15	The target's hands grow claws which can be used as daggers.
16–20	One of the target's legs grows longer than the other, reducing its walking speed by 10 feet.

APPENDIX 11: 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 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