

DDEP09-01



INFERNAL PURSUITS

A Season 9 D&D Adventurers League Epic



A horse race in Baldur's Gate becomes a hellish battle on infernal war machines in Avernus when the characters get caught between two evil merchants... and must hang on for dear life.

A four-hour D&D Epic™ adventure for Tier 1 and 2 characters.
Optimized for APL 3 & 8.

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INTRODUCTION

Welcome to *Infernal Pursuits*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Season 9 storyline season. This version, to be used at Descent, differs from the public version of the event.

This is a D&D Epic™ 3-hour interactive adventure, designed for four or more tables playing together. Each group must contain three to seven 1st-to-4th-level or 5th-to-10th-level characters. Characters outside these level ranges cannot participate.

Infernal Pursuits starts in the city of Baldur's Gate but soon moves to Avernus, the first layer of the Nine Hells. To escape, the characters must carry out an audacious heist using infernal war machines.

EVENT ADMINISTRATORS

Guidelines for coordinating this event appear in appendix F, "Administrator Guide." If you're not helping coordinate, you do not need to read or print this section of the adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions for adjusting for smaller or larger groups, characters of higher or lower levels, and characters a bit more powerful than the adventure's optimized level. You're not bound to these adjustments; they're for convenience.

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

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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 Wisdom (Perception) scores, and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

Into the eternal darkness, into fire and into ice.
—The Divine Comedy by Dante Alighieri

BACKGROUND

Life in **BALDUR'S GATE** has not been easy of late. To cheer up the citizens of his city **GRAND DUKE ULDER RAVENGARD** organized the **KISMET DERBY**, a horse race honoring **TYMORA** during the festival of **HIGHHARVESTIDE**. Ulder hopes this event lifts the citizens' spirits and changes Baldur's Gate's fortune.

MAHADI, a rakshasa warlock of Asmodeus, plans to transport all the racers to his home plane of **AVERNUS**, the first of the **NINE HELLS**. Here, Mahadi plots to put the racers' skills to use stealing a trove of **SOUL COINS** from his rival, a night hag named **MAD MAGGIE**. To survive the task, the rakshasa wants to outfit each team of racers with an **INFERNAL WAR MACHINE**.

EPISODES

The adventure is spread over **five episodes** that take 4 hours in total to play.

Episode 1: Kismet Derby. As the characters wait for the Kismet Derby to start, they are transported to Avernus, where Mahadi makes an offer they can't refuse. The characters customize an infernal war machine to use for the rest of the adventure.

Episode 2: Soul Coin Heist. Using skills, strength, or brute force, the characters steal soul coins from Mad Maggie's minions.

Episode 3: The Getaway. The characters drive the soul coins back to Mahadi's portal and contend with Mad Maggie's crew on the way.

Episode 4: Finish Line. Mad Maggie sends her crew through the portal to Baldur's Gate, where they finish the battle for the soul coins.

Episode 5: Conclusion. The results of the adventure are announced.

ADVENTURE HOOKS

Use the hooks below to draw the characters into the adventure.

Try Your Luck. The characters formed a racing team that has come to participate in the Kismet Derby, for fun or for fortune. See "Team Introductions" in episode 1 for more information.

Prophecy of Doom. Hellish visions drew the character to Baldur's Gate. Now they seek to warn others of the impending doom.

ADVENTURERS LEAGUE EPIC

Infernal Pursuits is a special D&D Epic™ adventure, which means it's meant for multiple tables to play at the same time. The characters at your table work with the characters at other tables to accomplish a common goal: steal as many soul coins from Mad Maggie as possible and get home without dying.

Each table is run by a DM. A lead administrator, called the commander, runs the event. The commander keeps track of the overall flow of the event, announces when episodes begin and end, answers DM questions, and makes sure everything runs smoothly. The commander probably has other administrators assisting them in running the event: answering questions, tracking time, playing the role of NPCs during the event, etc. Full instructions for performing the commander's role can be found in appendix F, "Administrator Guide."

GROUP CAPTAIN

Before the adventure begins, ask the players to designate one character as the group's captain. Since time limits are hard and fast during the adventure, the captain makes decisions for the group when they can't agree on a course of action through other means (such as voting). If your table group can't pick a group captain, appoint someone to the job.

HARD CHOICES

During episode 3, the commander regularly pauses play and picks a player to resolve a hard choice for convoy. When a hard choice is announced, stop what you're doing and listen until the choice is resolved. The effects of each hard choice affect all groups in the event.

WANDERING VILLAINS

This event also calls for three administrators to play wandering villains. These administrators roam from table to table during the event and take over as temporary DMs for short interactions with the players. When a wandering villain appears at your table, stop what you're doing and wait for the administrator to resolve the interaction!

SPECIAL QUESTS

Special quests are introduced throughout the event. When a special quest is announced, the commander calls for volunteers from any table. These volunteers leave their groups and move to a special table where a guest DM runs them through an encounter.

No more than two players from a single table can join each special quest. If players leave your table, do NOT rebalance the scenes facing the group: that's the price they pay for their comrades' heroism!

The two special quests on offer are detailed in appendix F, "Administrator Guide." Only prepare these quests if you've been chosen as a Guest DM.

SOUL COINS

At the start of play, each DM receives 30 tokens representing 30 soul coins. Award these to your players when specified by the text. The goal of the adventure is to acquire as many soul coins as possible and deliver them to Mahadi at the end of the event.

Once acquired, players can sacrifice their soul coins to obtain beneficial effects:

- A character can sacrifice a soul coin to regain 11 (2d10) hit points.
- A character can sacrifice a soul coin to regain a spell slot of 3rd level or lower.
- A character can sacrifice a soul coin to enhance or heal their infernal war machine (see **handout 1, "War Machine Rules Summary," in appendix D**).

Each time a character sacrifices a soul coin, they are destroying a soul contained within. That character must succeed on a DC 10 Wisdom saving throw or gain a level of exhaustion.

You must store spent or lost soul coins in a separate pile or receptacle. At the end of the event, it's vital to know how many coins were spent or lost as well as how many were claimed!

INFERNAL WAR MACHINES

Infernal war machines are vehicles used by devils and warlords in Avernus powered by the souls of the damned. They use special rules found in appendix C. The players should get familiar with some of these rules as well, so give them **handout 1, "War Machine Rules Summary," from appendix D** as soon as they arrive at the table.

INTERACTIVE RESTRICTIONS

The following restrictions apply throughout this D&D Epic™ event (these rules are also summarized on **handout 3, "Convoy Map," in appendix D**).

SHORT AND LONG RESTS

The event plays out in just a few hours of game time. Players can't afford to take long rests and can take **only one short rest. Opportunities to earn additional short rests occur during play.** As a general note, casting *catnap* in an attempt to gain an additional short rest is not helpful, as even 10 minutes can spell doom for the adventurers.

SPELLCASTING

From the start of the adventure, the characters must drive like hell to reach their goals in time, making it difficult to cast certain spells.

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes can only be cast during the event if the group takes a short rest.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups nearby at the administrators' discretion. Inform the administrators if one of your players casts a spell with such a range.

SPELLCASTING SERVICES

Between quests or episodes, allied clerics can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days. Remember that in a pinch, characters can also sacrifice soul coins to provide healing!

SPECIAL PREPARATIONS

Some Dungeon Masters enjoy preparing showpiece 3D terrain for D&D Epic™ adventures. In this adventure, the best props to build are the infernal war machines. The size listed for each war machine determines its basic footprint, but don't feel you have to stick to those forms. Let your imagination run wild!

PILLARS OF ADVENTURE

Some sections of *Infernal Pursuits* let characters tailor the adventure to their preference. Each quest on **handout 3, “Convoy Map,”** in **appendix D** has an icon which represents one of D&D’s three pillars of play:



Combat. This quest features deadly battles and fast action.



Exploration. This quest features puzzle-solving, stealth, or tests of skill.



Social Interaction. This quest features information-gathering, persuasion, and other social challenges.

Most quests feature other pillars to lesser degrees. Encourage your players to choose quests that match their preferred play style and the specialties of their characters.

EPISODE 1: KISMET DERBY

Faster, faster, faster, until the thrill of speed overcomes the fear of death.

—Hunter S. Thompson

Allotted Time: 20 minutes

In this episode, the characters gather for the Kismet Derby, get transported to Avernus, meet Mahadi, and build their infernal war machine.

TEAM INTRODUCTIONS

Give the characters the following information while you wait for the commander to begin:

- The characters gather a few miles outside the city of Baldur's Gate, about to participate as a team in the Kismet Derby, a horse race honoring Tymora, goddess of luck, held during the festival of Highharvesttide.
- The race begins here and ends at The Wide, a large marketplace with the city.
- The team with the racer and horse that wins the Kismet Derby wins the favor of Grand Duke Ulder Ravengard.
- In a few moments, Grand Duke Ulder Ravengard will announce the rules and start the race.

While you wait for the lead administrator to address the tables (see "Go to Hell"), have the characters introduce themselves and have each share a distinct feature that makes them an excellent part of a racing team. (For instance, "As a halfling, my light weight allows my horse to run faster," or "I cast the *charm person* spell to distract other racers, so my teammates can get a head start.")

GO TO HELL

Once everyone is mustered and seated, the commander reads or paraphrases the following:

There we were, standing on the River Chionthar [*chee-AWN-thar*], the city of Baldur's Gate in the distance and the sun shining on a pleasant, windy autumn day. A crowd of thousands lined the race route.

The city's Grand Duke, Ulder Ravengard, cut an impressive figure as he stood in front of us and cleared his throat, getting ready to speak, and hopefully start the race. Me? I'm standing right next to him. In case we haven't met, my name's Mirt, also called 'Old Wolf'. I'm an ex-adventurer and a moneylender by trade. Enough about be though!

Before the Grand Duke could speak, a mystical chanting echoed in the morning air. Three mysterious figures appeared behind us, uttering an incantation in some dark language. As I reached for my blade, dust rose from the grass-covered ground: swirling, choking, howling, and generally making a nuisance of itself. When the dust settled, Ulder, the horses, the crowd, and the fine autumn weather were gone, replaced with this oppressive heat, a red sky, a wasteland of dust, and rumbling volcanoes in the distance, and will someone tell whoever's making that strange cackling, shrieking noise to shut up?

A man dressed in fine colorful robes shows up, looking like a Turmish bottle merchant. Behind him, enormous strange machines belch fire and vibrate with unstable energy.

The admin playing Mahadi then addresses the characters:

"Welcome to Avernus racers! I am Mahadi [*mah-HAH-dee*], servant of Asmodeus and Master of the Mahadi's Wandering Emporium! Apologies for taking you away from your celebratory race, but I have a more exciting challenge for people with your skills. My rival, Mad Maggie, stole my trove of soul coins, and I need your help getting them back. Retrieve what's mine, and I'll gratefully send you back to your world with a thanks that befitting a king's remembrance. Refuse this task, and you can find your own way home. Come! There are preparations to complete."

The commander announces the arrival of Pipypap:

As Mahadi moves closer, you see a fat imp fluttering between your groups. This is the devil Pipyap! He and his cohort imps offer magic and healing – at a price.

After the commander addresses the group, the DMs continue the adventure.

MAHADI'S PLAN

After his initial address, Mahadi provides the following information to the characters. Revel in roleplaying the powerful rakshasa warlock, who sees the racers as lesser beings.

- Soul coins are a currency used in the Nine Hells. Each coin holds the soul of a humanoid who was damned to the Nine Hells upon death.
- A person can only carry so many soul coins at once, since each is heavy with the sins of the soul inside, so Mahadi called many racers for the task of getting his coins back.
- Mad Maggie has teams of redcaps, madcaps, and other monsters at her command. The soul coins are divided among her teams. Each team drives an infernal war machine, a vehicle made for chases, races, and battles in the wastes of Avernus. Each war machine is powered by souls of the damned.
- Mahadi grants each team of racers their own infernal war machine to fight Mad Maggie's crew.
- Once the characters steal the soul coins from Mad Maggie's crew, they need to race across Avernus back to Mahadi's safehouse, led by the rakshasa. Mahadi warns that Maggie's crew will give chase.
- The characters are unlikely to recover every soul coin, but if each group can bring at least **seven** coins back to him, Mahadi will reward them.

Mahadi answers no specific questions about the reward, simply stating, "Fear not, for you shall receive such thanks as fits a king's remembrance." He reminds stubborn characters that they're welcome to retire in Avernus... REALLY! Characters who are reluctant to work with Mahadi because he is a rakshasa are told that Maggie and her crew are creatures of evil who trick good creatures into deals to steal their souls (as does Mahadi, but he doesn't mention this).

CUSTOMIZING WAR MACHINES

Once the characters have all the information they need, give them **handout 2, "Building a War Machine,"** from **appendix D** and allow them to use the rest of the time allotted in this episode to build their war machine according to the handout's rules. If you haven't already, give them **handout 1, "War Machine Rules Summary"** for **appendix D**.

EPISODE 2: SOUL COIN HEIST

If you're going through hell, keep going.
—Winston Churchill

Allotted Time: 40 minutes

In this episode, the characters attempt to steal back Mahadi's soul coins from Mad Maggie's crew.

APPROACHING MAD MAGGIE'S CAMP

When this episode begins, the commander should read or paraphrase the following text to everyone playing:

Mahadi hops into an infernal war machine that looks like an iron saber-tooth tiger covered in spikes. As he speeds across the wastes of Avernus, your caravan of wicked vehicles follows, kicking up bone dust and ash from the barren ground. After miles of traveling through the hellish wasteland, you see a few blazing campfires ahead. Mahadi halts his vehicle and the caravan stops behind him.

The admin playing Mahadi then addresses the characters:

"Here's the plan. Maggie's caravan is spread out, which means we have the element of surprise. Each of your groups should be able to steal the coins from one of Maggie's teams. I don't care how you get them, just bring them to me and load them onto that juggernaut over there. When you hear my horn, it's time to leave."

OBJECTIVE

The characters must steal as many soul coins as they can from one of Mad Maggie's teams before the time limit for this episode runs out. Each of Maggie's teams carries ten soul coins between them.

GETTING THE SOUL COINS

The players must figure out for themselves how to locate the coins:

- A *detect magic* spell reveals auras of abjuration magic radiating from belt pouches carrying soul coins.
- A *detect evil and good* spell, a paladin's Divine Sense feature, or similar magic detects the coins as evil fiendish objects.

- A character who succeeds on a DC 12 Wisdom (Insight) check notices that the creature seems particularly concerned with checking the contents of their belt pouches.
- Any captured creature with soul coins can be convinced to hand the coins over and reveal the location of other soul coins in the camp with a successful DC 14 Charisma (Intimidation) check.
- Characters who kill a creature that carries soul coins can loot its body as an action.

The characters can attempt to gain the soul coins however they like.

INTERACTIVE ELEMENT: BATTLE NEARBY!

Violent infighting among Mad Maggie's minions is not an uncommon occurrence. If one of Maggie's team breaks into combat with a group of characters, the other teams assume it is infighting that will work itself out... probably.

If your characters get into a combat encounter during this scene, before you roll initiative, shout, "Battle nearby!" loud enough so the tables adjacent to yours can hear you and raise a battle flag (could be as simple as a piece of paper with the word "BATTLE" and your table's tier on it).

If you hear a DM at a table adjacent to yours shout, "Battle nearby!" and your table is not currently involved in a combat encounter, take note. The sounds of combat so close puts Mad Maggie's minions at your table on high alert. Any ability checks that the characters at those tables make to influence, sneak by, or steal from Mad Maggie's minions are made with disadvantage for the rest of this episode.

AREA INFORMATION

Mad Maggie's teams are spread across an enormous campground. Each team has its own campsite that sits 100 feet away from other campsites. Each camp has an **earth ripper** infernal war machine parked nearby.

Atmosphere. The smell of sulfur and smoke is in the air. An occasional volcanic rumble or meteor impact is heard in the distance. Laughter, conversations, and music come from other campsites.

Dimensions. There are enough rocky outcrops around to sneak up on the camp without being seen if the characters succeed on their stealth checks.

Illumination. The volcanic activity of Avernus and the blazing campfires bathe the whole area in bright light.

CREATURES/NPCs

The creatures encountered within the camps depend on the tier of the characters:

TIER 1 CREATURES

The following creatures are members of the camp:

- **Maragus.** This **redcap**, a small fey creature that looks a bit like a gnarled, wicked gnome with a red hat, has gone too long without a fight. If the characters approach Maragus in peace, he tries to bait them into a fight by hurling insults. Maragus carries 5 soul coins in his belt pouch.
- **Smoke Mephits.** Maragus leads a crew of five **smoke mephits** created by Mad Maggie. These lazy mephits do anything to get out of work and are supposed to be tuning up the earth ripper. If the characters approach in peace, the mephits mock and play pranks on them, such as imitating voices in a childish manner, making fun of a character's clothing, pilfering small items, tying the laces of a character's boots together, or just giving a nasty little poke in the ribs. Each mephit carries 1 soul coin in a tiny belt pouch.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Reduce the number of **smoke mephits** to two. The **redcap** has 30 hit points and carries 8 soul coins.
- **Weak:** Reduce the number of **smoke mephits** to two. The **redcap** carries 8 soul coins.
- **Strong:** The **redcap** has 60 hit points.
- **Very Strong:** Replace the five **smoke mephits** with seven **dust mephits** that each carry 1 soul coin. The **redcap** carries 3 soul coins.

TIER 2 CREATURES

The following creatures are members of the camp:

- **Cartolixa.** This **medusa** was taken in by Mad Maggie after the night hag convinced Cartolixa to be unashamed of her appearance, telling the medusa she is truly beautiful. Ever since, Cartolixa walks brazenly through Avernus with her face uncovered. If the characters approach the camp peacefully, she fishes for compliments from them. The medusa carries 6 soul coins in a belt pouch.

- **Redcaps.** Cartolixa leads four bloodthirsty **redcaps**. The redcaps care only for violence and eagerly await the chance to battle any creature Cartolixa gives them permission to attack. Each redcap carries 1 soul coin in a belt pouch.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Reduce the number of **redcaps** to two. The **medusa** has 90 hit points and carries 8 soul coins.
- **Weak:** Reduce the number of **redcaps** to two. The **medusa** carries 8 soul coins.
- **Strong:** Increase the number of **redcaps** to five. The **medusa** carries 5 soul coins.
- **Very Strong:** Increase the number of **redcaps** to seven. The **medusa** carries 3 soul coins. Playing the Pillars

WANDERING VILLAINS

If your table raises the battle flag (see the “Interactive Element: Battle Nearby” sidebar), wandering guardians played by administrators may come by to check on your table. These guardians are Chukka and Clonk, the kenku brothers (see “Chukka and Clonk”). Chukka and Clonk do not take damage during this episode of the adventure.

When Chukka and Clonk arrive at the table, they demand to know what's happening at the site. If a character tries to pretend the fight is just a spat among Maggie's minions or something other than it is, a successful DC 15 Charisma (Deception) check gets the kenku brothers to move along to the next table and never return to yours.

If the characters fail to fool the kenku, each brother makes a shortbow attack (+6 to hit, 1d6 + 3 piercing damage on a hit) against a character before moving on to the next table.

The kenku keep moving among the tables with raised flags until the end of the episode, skipping over tables that have fooled them. Each table only gets one chance to fool the kenku (meaning the second time Chukka and Clonk appear at a table, they attack immediately).

STEALING THE COINS

Three general methods of approach are covered here, but if the players want to try something outside the box, let them go for it!

ASSAULT

If the characters assault the camp (or if combat breaks out because a different plan fails), the enemies fight to the death. If the characters assault the camp, the enemies fight back, using the earth ripper if the characters ride their infernal war machine into combat. The leader drives the earth ripper from the helm while the other creatures occupy the weapon stations.

The enemies battle the characters until their leader falls, after which the remaining forces flee deeper into the camp. If the characters don't kill the runners by the end of the round after their leader has fallen, another 1d4 + 2 creatures allied with Mad Maggie join the fray. These creatures are **smoke mephits** if the characters are tier 1 and **redcaps** if the characters are tier 2. These reinforcements do not carry soul coins.

DECEPTION

If the characters approach the camp pretending to be allies of Mad Maggie, they can persuade Maggie's minions to stand down with a successful group check using Charisma (Deception) opposed by the lead enemy's Wisdom (Insight) check. Maggie's forces don't easily hand over their soul coins but can be convinced with a series of successful ability checks. Use of spells such as *detect thoughts* or *charm monster*, or clever thinking can bypass ability checks.

Tier 1 Creatures. The redcap Maragus is desperate for blood and his mephit minions are lazy and feckless.

- A character who succeeds on a DC 12 Wisdom (Insight) check can tell Maragus is longing for something. A character who succeeds on a DC 15 Intelligence (Arcana) check knows that redcaps need to soak their caps in blood every three days and love battle.
- If a character offers to duel Maragus for his coins he agrees, submitting to his opponent if they reduce his hit points to half their maximum. After soaking his cap in any blood he drew from the character, he hands over his soul coins. This one-on-one fight doesn't attract the attention of other

camps (see "Battle Nearby!"). Maragus gladly murders his opponent if he looks to be winning.

- A character who succeeds on a DC 11 Wisdom (Insight) check can tell the mephits are lazy and are avoiding work on the earth ripper. A friendly character can tune up the earth ripper with a successful DC 15 Intelligence check made with tinker's tools. If the character succeeds, the grateful mephits are easily persuaded to part with their soul coins.

Tier 2 Creatures. The medusa Cartolixa is learning to be proud of her looks, but deep down she is still insecure about her appearance. Her redcaps hate her.

- A character who succeeds on a DC 12 Wisdom (Insight) check discerns that Cartolixa is worried about her looks. She is easily persuaded to undergo a makeover or wardrobe change to make her look even more beautiful in exchange for her soul coins. If the character uses a spell to make Cartolixa look like any creature other than a medusa, Cartolixa attacks in a rage. If a character succeeds on a DC 15 Charisma (Deception or Persuasion) check to convince the medusa she is beautiful, Cartolixa hands over her soul coins.
- Any character who succeeds on a DC 12 Wisdom (Insight) check discerns that the redcaps hate Cartolixa. They loath constantly praising the hideous medusa but are terrified of her. Characters who offer to assassinate Cartolixa can earn their coins.

STEALTH AND SLEIGHT OF HAND

Stealthy characters could try to move through the campsite, picking the pockets of unsuspecting creatures (or attempt to pick the pocket of a creature while other characters engage that creature in conversation).

To get into position without being noticed, a character must succeed on a Dexterity (Stealth) check opposed by the highest passive Wisdom (Perception) score of any enemy creature in the campsite. Once in place, the character can pick a target's pocket with a successful Dexterity (Sleight of Hand) check opposed by the creature's passive Wisdom (Perception) score. If a character is caught picking a pocket, Mad Maggie's minions attack.

FINISHING EARLY

If the characters finish the episode with time to spare, they are stopped by a group of hostile **redcaps** who just want to fight. The number of redcaps the characters encounter is equal to their APL divided by 2, rounded up.

TIME'S UP

Once the allotted time for this stage is finished, Mahadi's horn sounds. It's time to go! The characters have just enough time to loot any corpses for soul coins before they proceed to episode 3.

The characters had the opportunity to steal 10 soul coins in this episode, but even if they have 0, they must move on and hope the other teams from Baldur's Gate fared better. There are more opportunities to earn coins later.

MANAGING TIME IN EPISODE 3

Episode 3 lasts for 60 minutes, and the action of the episode is interrupted a few times (every 15 minutes) for special missions, dramatic choices, and other moments.

It is important to help your players remain focused during the episode. When there are interruptions, make sure the players are paying attention to what is happening in the overall story – and when the interruptions end, get them back into their missions quickly.

EPISODE 3: THE GETAWAY

Ladies and gentlemen, boys and girls... dyin' time's here!

—Mad Max Beyond Thunderdome (1985)

Allotted Time: 1 hour

Mounted on infernal war machines, the characters thunder across the plains of Avernus to reach Mahadi's portal before Mad Maggie's forces catch up.

BEGINNING THE ESCAPE

When this episode begins, the commander reads or paraphrases the following text as an announcement:

As your infernal machines skid away from Mad Maggie's forces, the Mahadi roars at you from his vehicle!

The admin playing Mahadi continues:

"It's time to thrash those infernal machines across the plains of hell and get back to my hideout! If you can hold onto my coins, I'll reopen the portal to your home! But watch out! Mad Maggie is thirsty for revenge and her minions are already gunning their engines to give chase. Strap in heroes! If you get caught, there'll be HELL TO PAY!"

The commander continues:

Our journey begins on the burning plains of Avernus. Rivers of lava snake between dunes of ash and bone, and meteors streak from the fiery skies!

CHOOSING QUESTS

In this episode, groups choose a quest from those listed on **handout 3, "Convoy Map," in appendix D**. Each successful quest adds 3 to 10 victory points to the convoy's total. If enough are won, the convoy reaches Mahadi's portal in episode 4 just ahead of Mad Maggie's war machines. To succeed, each group must score an average of **eight** victory points.

- When your group completes their quests, write down the number of victory points scored on the **handout 3, "Convoy Map" in appendix D**.
- At the end of this episode, the commander collects up the handouts and announces the success or failure of the getaway.

HELLSCAPE TERRAIN

As this episode plays out, the infernal war machines trundle through various types of hellscape terrain as called out by the commander during play. Each terrain type has a different effect on play.

Burning Plains. This terrain type imposes no special effects on play.

The Rust Yard. This terrain type imposes the following penalties:

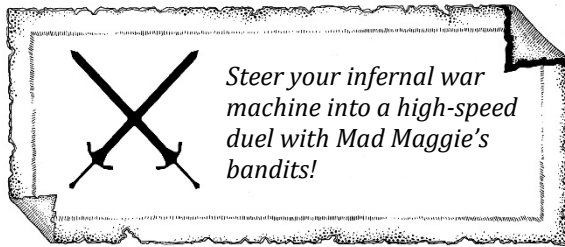
- During combat, any character carrying nonmagical metal weapons or wearing nonmagical metal armor must make a DC 10 Dexterity saving throw at the end of each of their turns. On a failure, their items corrode in the magical winds.
- Each affected weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.
- Each affected armor or shield takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 AC bonus is destroyed.
- Characters who take the Dodge action on their turn or end their turn hidden from the wind or inside their infernal war machine are unaffected. The denizens of Avernus are immune to these effects.

Valley of Stolen Screams. Any character that speaks a sentence aloud or casts a spell with a verbal component must succeed on a DC 15 (DC 10 at Tier 1) Constitution saving throw or lose their voice to the wind. If casting a spell, the spell slot is wasted. The denizens of Avernus are immune to these effects.

Hell Swarm. All creatures in the event are deafened while passing through this terrain. During combat, each character takes 2 poison damage per tier at the end of each of their turns. Creatures that take the Dodge action on their turn or end their turn unexposed to the air do not take this damage. The denizens of Avernus are immune to these effects.

Chattering Dunes. During combat, each character that can hear the chattering must make a DC 12 Charisma saving throw at the start of each of their turns. On a failed save, the creature uses its action to attack the nearest creature to it using the weapon or spell attack that is likely to cause the most damage. The creature is released from this enchantment at the end of its turn. The denizens of Avernus are immune to this effect.

QUEST 3A: DEFEAT THE WAR MACHINES!



INTRODUCTION

If the players choose this quest, read or paraphrase:

Mad Maggie's infernal war machines swerve back and forth along your convoy, belching out death and destruction! With a motorized roar, you steer your own infernal war machine toward her vehicles and prepare to strike back!

To complete this quest, the players must destroy, capture, or otherwise disable at least three infernal war machines. If they finish early, destroying additional machines earns the players extra points.

SETUP

This encounter pits the player group against three infernal war machines: an **earth ripper** and two **tormentors**. The earth ripper begins play 50 feet from the player's machine. The tormentors start at 100 feet away.

Statistics for the infernal war machines are provided in appendix C, "Infernal Machine Rules."

REINFORCEMENTS

This battle should last at least 45 minutes. If your players finish too early, add more **tormentors** to the battle as needed. Feel free to extend the battle if everyone is having fun!

CREATURES/NPCs: EARTH RIPPER

The earth ripper carries the following creatures:

- One driver (Tier 1: **redcap** / Tier 2: **korred**)
- Two gunners (Tier 1: **jackalweres** / Tier 2: **madcaps**)
- Two boarders (Tier 1: **jackalweres** / Tier 2: **madcaps**)
- Four **boggle** slave mechanics

If the driver or a gunner is slain, another combatant can switch positions to replace them in that role.

CREATURES/NPCs: TORMENTORS

Each tormentor carries the following creatures:

- One driver (Tier 1: **redcap** / Tier 2: **korred**)
- One gunner (Tier 1: **jackalwere** / Tier 2: **madcap**)

If the driver or gunner is slain, the other combatant can switch positions to replace them in that role.

BOARDING ACTIONS

Any creature can attempt to jump from one infernal war machine onto another. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement. Note that the difficult terrain of the infernal machines makes it harder to get a running start, so boarders may need to use the Dash action to get the most out of their jumps! To land successfully on the moving vehicle, a jumping creature must succeed on a DC 12 Dexterity (Acrobatics) check or fall to the ground below, taking 3 (1d6) bludgeoning damage at tier 1, or 10 (3d6) bludgeoning damage at tier 2.

BOGGLE SLAVES

The earth ripper carries a quartet of boggle slaves who work as mechanics. When the encounter begins, one of these creatures peeks its head out of the cargo hatch and furtively beckons for the characters to jump inside.

If anyone enters the cargo hold, the boggles beg them to liberate them from their evil master. Due to the extremely loud engine noise, nobody can hear each other: instead, you must roleplay the entire scene using gestures. If the characters agree to help, the boggles promise to travel with the group and repair their infernal war machines when needed. They also reveal that the driver of their vehicle carries soul coins (see "Treasure").

If liberated, the boggles remain good to their word. When embarked on an infernal war machine, a boggle can use its action to repair 3 (1d6) points of damage to the vehicle.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove both **tormentors** and their crews.
- **Weak:** Remove one **tormentor** and its crew.
- **Strong:** Add one **tormentor** and its crew.
- **Very Strong:** Add two **tormentors** and their crews.

TREASURE

The driver of the earth ripper carries 5 soul coins in a pouch at their belt. Characters who destroy the earth ripper can claim this treasure from its wreckage.

COMPLETING OBJECTIVES

If the characters survive, they score points for the following objectives:

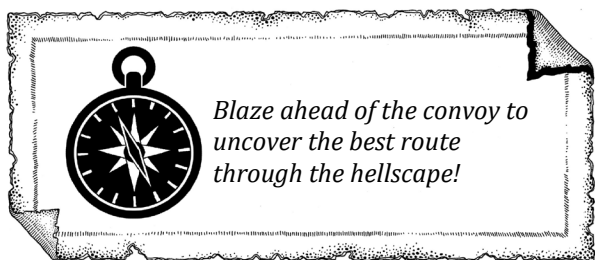
- Defeat the infernal war machines.
- Liberate the four boggles.
- Defeat any additional infernal war machines.

SCORING

Scoring is as follows:

- Complete one objective = 3 points
- Complete two objectives = 6 points
- Complete three objectives = 10 points

QUEST 3B: TRAILBLAZERS



INTRODUCTION

If the players choose this quest, read:

The terrain ahead is horrible to behold. To guide the convoy safely through it, you gun the engines on your infernal war machine and power ahead to blaze the safest trail!

To complete this quest, the players must chart a course through the wilds using a map given to them by Mahadi's imps. Each time they are delayed during an encounter, the points they can earn on this quest are reduced.

SETUP

When you begin this encounter:

- Hand over **handout 4: Trailblazer Route Map** from appendix D.
- Explain that the players must chart a course from the start of the map to the end, visiting each of the locations on their chosen route.

Refer to appendix C, "Infernal War Machine Rules" if the players get into trouble on route.

LOCATIONS

Play out the following scenes if the players visit these locations.

AREA A: DEVIL'S CANYON

This canyon slashes through the hellscape as far as the eye can see. Soon after you enter, you spot a lightweight infernal war machine perched on the canyon walls high above. As you move down the canyon, it guns its engine and starts to tail you from on high.

This **tormentor** is a scout from the Gut Gang (see area B). The vehicle has the following crew:

- One driver (Tier 1: **bearded devil** / Tier 2: **chain devil**)
- One gunner (Tier 1: **bearded devil** / Tier 2: **chain devil**)

Tell the players that the convoy is unlikely to take this route unless they shake the tail, destroy the rival war machine, or find a way to negotiate passage. If this scene takes longer than 10 minutes to resolve, mark down one delay in your notes.

Shake the Tail. Run a chase through the canyon using the Chase Complications table from appendix C. Reward creative ideas to distract or deceive the rival crew.

Destroy the Rival Machine. The canyon walls are high and perilous, so players can't just drive their vehicle up to meet the threat. If the characters can lure their enemy into the canyon or somehow fly up to face them, they can fight them up close.

Negotiate. The Gut Gang are crazed outlaws of Avernus who are loyal to no one. However, they're prepared to hear terms if the players choose to parley. Run this as per the negotiation with Dioman in the Gut Gang Turf (see area B).

AREA B: GUT GANG TURF

Up ahead, you spot a circle of infernal war machines camped out on the blasted earth. Fires blaze throughout their camp and hellish music thuds through the air. There's no way your convoy is getting through here without cutting some sort of deal.

The characters are outnumbered. The Gut Gang has over a dozen infernal war machines and as many **bearded devils** as you need to overrun the group. However, they're in a partying mood right now and are willing to negotiate a pact if the characters can strike the right terms.

The Gut Gang are outlaws and renegades with no loyalty to any infernal power. They're so named for their habit of gutting victims and using the innards to fashion ghastly musical instruments. Their leader is a crazed bearded devil named Dioman.

Dioman offers the group a deal. Each character must “amaze him” to pass through. He suggests that they perform a trick or performance that he’s never seen before, beat him in a musical duel, reveal an interesting secret about a fellow group member, or offer him something his heart desires. Dioman allows no conferring among the characters. He wants to see their “own souls” at work.

Ask each group member to write down what they offer Dioman and then go around the table, asking each player to reveal their offerings. Whether Dioman accepts an offering is up to you. Gauge each offer on the reception it receives at the table, Dioman’s own personality, or an appropriate ability check. Dioman is a maniac thrill seeker who particularly enjoys anything to do with loud, shouty music.

If at least half the players or more impress Dioman, he lets the convoy pass through his turf unmolested. If not, they must seek another route around and are delayed here.

AREA C: DAMNATION DERBY

Up ahead, you see a trio of fast-moving infernal war machines battling each other within a ragged crater. Devils line the crater wall, betting on who survives.

Tell the characters that they can choose to simply roll on past, but they have an opportunity here to win some soul coins if they enter the battle. If the characters enter their war machine into the derby, they face three **tormentor** infernal war machines, each crewed by a pair of **bearded devils**.

It costs 2 soul coins to enter the derby. The characters can pull out at any time if they need to move on, but they lose their ante. If the combat lasts longer than 15 minutes, the groups count as delayed for this stage.

Resolve the battle. If the characters defeat any war machines, they win their ante back, plus additional soul coins based on the number of enemy vehicles they destroyed:

- **1 vehicle:** 2 soul coins
- **2 vehicles:** 4 soul coins
- **3 vehicles:** 6 soul coins

AREA D: SOUL TRADER

A black tent is pitched in the blasted earth here. Smoke coils from the top of the tent and the air is filled with the odor of cooking meat. A metal sign driven into the ground outside the tent reads “Soul Trader.”

Characters who enter the tent are met by a greedy and overweight **imp** named Fester. Five grossly fat **nupperibo** slaves are obediently cooking themselves in a fire pit before him, cutting off choice cuts of sizzling meat from their own limbs to be gobbled up by their master.

The imp offers to grant each character a soul coin in return for making a simple pact. The terms are branded onto the willing flesh of one of the nupperibos and must be consumed by both parties to consummate the deal.

Fester’s pact is simple. He wants to be told the one thing that has hurt the character most in their life. If the character agrees to the pact, they must speak truthfully. If a player convinces Fester (i.e. you) that the incident was truly hurtful, the imp conjures a coin out of thin air and hands it to the character. However, Fester mercilessly teases the character about the incident until they leave his presence and tries his best to get under their skin. If any character attacks Fester, he transforms into his true form: a **barbed devil** (tier 1) or a **horned devil** (tier 2). Characters who fight Fester count as delayed for this stage.

AREA E: BLOOD FEN

A shallow lake of bubbling blood stretches ahead of you, wreathed in clouds of flies. Your war machine can plunge through the lake, but the profane aura of the miasma tugs at your very soul.

The blood fen causes anyone passing through it to become miserable and despondent. Characters know innately that only one thing can shake the spell: a blood sacrifice must be made to the lake. If they kill a living creature and pour its blood into the lake, they can gather their resolve and pass through without being delayed. If they fail to make a sacrifice, the aura of the fen works its way into their minds and drive despondently onwards, eventually getting lost. They are delayed here.

AREA F: MISERY BRIDGE

A bridge of skulls spans the lake of blood ahead. In all your lives, you've never seen anything so depressing.

Characters passing over the bridge are beset by a terrible urge to leap from their vehicle and drown in the blood below. Each character must succeed on a DC 16 (DC 12 at Tier 1) Charisma saving throw or succumb to the urge. Before the players roll, go around the table and ask each player to describe any measures they're taking to cheer themselves or their companions. Particularly clever attempts to break the suffering should grant affected characters advantage on their saving throws. Attempts to chain characters to the machine automatically fail – those securing the chains simply give up halfway through.

If the characters need to rescue anyone from the blood below, the group counts as delayed.

COMPLETING THE OBJECTIVE

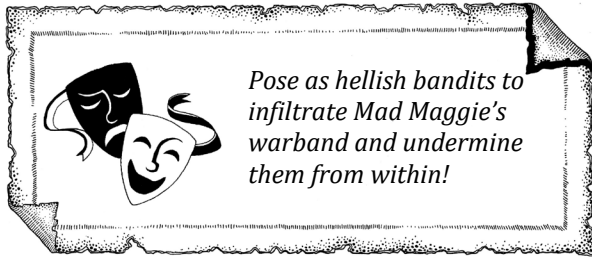
Players who complete this quest score points for charting a course with minimal delays.

SCORING

Scoring is as follows:

- Delayed three times = 0 points
- Delayed twice = 3 points
- Delayed once = 6 points
- No delays = 10 points

QUEST 3C: INFILTRATE THE BANDITS



INTRODUCTION

If the players choose this quest, read:

Mad Maggie recruits a horde of rag-tag miscreant raiders to her cause. If you disguise yourselves as denizens of hell, you can infiltrate her warband and undermine it from within!

To complete this quest, the players must invent devilish personas and approach Mad Maggie as new recruits. If they impress her, they can use their insider knowledge to aid their allies.

PREPARING THE RUSE

The players have five minutes to prepare their ruse before approaching Mad Maggie's juggernaut. Give each player a copy of **handout 5: "Cover Stories" from appendix D** and ask each player to secretly write down the answers to each of the following questions:

1. Who are you pretending to be and how have you disguised yourself?
2. Where in Avernus is your gang territory? (Make up somewhere that sounds suitably evil!)
3. What is the name of your evil gang?
4. What favor does your evil gang want for pledging loyalty to Mad Maggie?

Now go around the table and ask each player to reveal their answer to question 1. Once the players have introduced their new personas, ask them to pass you the handouts with the rest of the answers.

Read out each set of answers in turn and ask the players to vote on their favorite (in case of a tied vote, the group captain has the casting vote). Inform the players that they're not allowed to make any written notes about these options. They must try to remember them!

MEETING MAGGIE'S GANG

Read the following once the players have agreed on their gang's origin, name, and demands:

With your story and disguises in place, you steer your infernal war machine in a circle to approach Mad Maggie's warband from the rear. After signaling that you mean them no harm, you're invited onboard a hulking juggernaut at the heart of the warband, where Mad Maggie sits atop a throne of rusted, oily gears.

The players find themselves inside a Gargantuan infernal war machine filled with Mad Maggie's thugs. Tell the players that combat would be crazy here: on their own, the group is clearly outnumbered and outmatched. Play out the scene using the theater of the mind.

INTRODUCTIONS

A pompous **flameskull** named Barnabus escorts the characters inside the war machine. He picks the group captain to act as spokesperson:

- The group captain must introduce the members of their gang one-by-one without interruption or guidance from their comrades.
- The group captain must reveal the name of their gang with suitable aplomb.

The players must succeed on a DC 10 group Charisma (Deception) check to impress Mad Maggie (see "Completing the Objective"). If the group captain gets any of their comrade's details wrong, those characters make their checks with disadvantage. If half or more of the characters succeed, Mad Maggie is impressed by the group. If half or more fail, she sneers dismissively but still believes them.

Mad Maggie remains distracted by the ongoing chase and has little time to attend to new recruits. After introductions have been made, Barnabus advises the newcomers to hang out with the gang until Mad Maggie is ready to better hear their terms. If the characters can impress her underlings, they have a better chance of impressing her.

HANGING OUT WITH THE GANG

Describe the following and invite the players to mingle as they please:

- A group of **redcap** mechanics is desperately trying to repair the war machine's smoking engines.

- A **jackalwere** uses a spyglass to survey the convoy while shouting instructions to the juggernaut's drivers.
- A group of **redcaps** are sharing stories about the cruelest things they've ever done.
- Two **madcaps** are arm-wrestling over bowls containing hell scorpions. Anyone stung by a hell scorpion must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage per tier and gain a level of exhaustion.
- A **redcap** (tier 1) or a **korred** (tier 2) challenges any of his fellow gangsters to face him in a one-on-one duel to the death.
- A drunken **jackalwere** dares his comrades to adlib a song about Mad Maggie's glory.

Players can earn Mad Maggie's respect by getting involved in any of these activities. Use combat, roleplay, or an appropriate skill or ability check to resolve each interaction – e.g. Strength (Athletics) for arm wrestling – but be prepared to grant advantage or automatic successes if the players act out their scenes well!

AN INTERVIEW WITH MAD MAGGIE

Once everyone has had a chance to interact with her crew, Mad Maggie signals for the group to approach her. She then asks each character one of the following questions:

- *“What's the maddest thing you ever done?”*
- *“What particular skill do you bring to the table?”*
- *“Ever betrayed one of your own?”*
- *“What's your weakness? We all got one!”*
- *“Where in hell are you from?”*
- *“So, do you find me attractive?”*

Mad Maggie has a wicked sense of humor and respects those who dare to show her some cheek. As DM, you must judge whether the players impress her. If at least half of the group performs well, she turns to the group captain and asks to hear their demands for joining.

If the players have completed at least two objectives (see “Completing the Objectives”), Mad Maggie grants the group their request – within reason! – and assigns them a place in her warband. However, if this quest has taken less than 30 minutes

to play, she demands that they prove their worth by fighting some of her bandits.

- At tier 1, the group must fight a **redcap** and two **jackalweres**.
- At tier 2, the group must fight a **korred** and two **madcaps**.

If the characters defeat these enemies, they are admitted into the gang for real. From within, the characters can now feed her forces misinformation or lead the enemy astray! The quest is a success!

If the players failed two or more objectives, Mad Maggie orders her bandits to hurl the upstarts overboard. Each character takes bludgeoning damage equal to half their hit point maximum.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove both **jackalweres** or both **madcaps**.
- **Weak:** Remove one **jackalwere** or one **madcap**.
- **Strong:** Add one **jackalwere** or one **madcap**.
- **Very Strong:** Add two **jackalweres** or two **madcaps**.

TREASURE

If the group joins Mad Maggie's forces, she gives each character a soul coin from her hoard to “guard with their life”.

COMPLETING OBJECTIVES

If the characters survive, they score points for the following objectives:

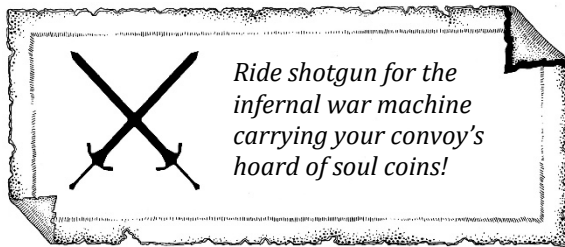
- The group impresses Mad Maggie with their introduction.
- At least half of the group impressed Mad Maggie while interacting with her crew.
- Every group member impressed Mad Maggie during her interview.

SCORING

Scoring is as follows:

- Complete one objective = 3 points
- Complete two objectives = 6 points
- Complete three objectives = 10 points

QUEST 3D: GUARD THE BANK



INTRODUCTION

If the players choose this quest, read:

Most of your stolen soul coins are stored in “the Bank,” a gargantuan war machine that thunders along at the heart of your convoy. Mad Maggie’s bandits are launching an all-out assault on the Bank to steal your coins! You must stop them!

To triumph in this quest, the players must defend the Bank against Mad Maggie’s forces and prevent them from stealing any soul coins.

SETUP

This encounter pits the players against four **tormentor** infernal war machines and their crews. Simultaneously, the group must protect a juggernaut nicknamed “the Bank.” The Bank begins play 20 feet away from the player’s machine. The tormentors start 150 feet behind.

The Bank has special rules for governing play (see “The Bank” below). Statistics for the infernal war machines are provided in appendix C, “Vehicle Rules.”

REINFORCEMENTS

This battle should last at least 45 minutes. If your players finish too early, add more **tormentors** to the battle as needed. Feel free to extend the battle to fill the full 90-minute episode duration if everyone is having fun!

CREATURES/NPCs

Mad Maggie’s bandits fill the following roles on each of the four **tormentor** infernal war machines.

- One driver (Tier 1: **redcap** / Tier 2: **korred**)
- One gunner (Tier 1: **jackalwere** / Tier 2: **madcap**)

- One boarder (Tier 1: **jackalwere** / Tier 2: **madcap**)

If the driver or a gunner is slain, another combatant can switch positions to replace them in that role. Mad Maggie forces have orders to destroy the Bank and recover any soul coins held within. They try to attack the Bank where possible.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two **tormentors** and their crews.
- **Weak:** Remove one **tormentor** and its crew.
- **Strong:** Add one **tormentor** and its crew.
- **Very Strong:** Add two **tormentors** and their crews.

THE BANK

The Bank uses the statistics of an **earth ripper** infernal war machine with the following modifications:

- It doesn’t have any accessible stations.
- It doesn’t suffer normal mishaps.
- Its hit points are handled differently (see below).

Move the Bank yourself at the end of each round. It always tries to move away from the enemies. Keep track of the amount of damage the Bank suffers at your table. Whenever this exceeds 100 hit points of damage, ask the group captain to report the loss through to the administrators. Based on the number of groups playing and the losses received, the administrators periodically announce the current state of the Bank. Use the spaces provided on **handout 3: Convoy Map** from appendix D to record the bank’s current state:

Unharmed. No special effects.

Damaged. The Bank’s AC is reduced to 14 and its damage threshold drops to 5.

Burning. The Bank is engulfed in flames. A creature that ends its turn embarked on the Bank takes 7 (2d6) fire damage per tier.

Wrecked. The Bank crashes and is captured by Mad Maggie’s forces. This quest ends in failure and can no longer be undertaken by anyone in the convoy. In addition, every group loses one soul coin!

BOARDERS

Mad Maggie’s boarders are trying to enter the Bank and steal the soul coins stored within. Any boarder that ends its turn on the Bank can spend their next action loading their bags with soul coins. Once

loaded, the boarders try to return to their infernal war machines and escape the area!

BOARDING ACTIONS

Any creature can attempt to jump from one infernal war machine onto another. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement. Note that the difficult terrain of the infernal machines makes it harder to get a running start, so boarders may need to use the Dash action to get the most out of their jumps! To land successfully on the moving vehicle, a jumping creature must succeed on a DC 12 Dexterity (Acrobatics) check or fall to the ground below, taking 3 (1d6) bludgeoning damage at tier 1, or 10 (3d6) bludgeoning damage at tier 2.

TREASURE

Four of Mad Maggie's boarders each carry a single soul coin. A character can claim a coin if they spend an action to search the body of a slain boarder.

COMPLETING THE OBJECTIVE

If the characters survive, they score points for the following objectives:

- Defeat the infernal war machines.
- Prevent the boarders from escaping with any stolen soul coins.
- Defeat any additional infernal war machines.

SCORING

Scoring is as follows:

- Complete one objective = 3 points
- Complete two objectives = 6 points
- Complete three objectives = 10 points

EPISODE 4: FINISH LINE

*Long is the way
and hard, that out of hell leads up to light.*
—Paradise Lost by John Milton

Allotted Time: 45 minutes

In this episode, the characters return to Baldur's Gate, but hell follows. The characters must save the city from (figuratively) going to hell as Mad Maggie and her minions lay waste to it, harvesting innocent souls with a massive infernal machine.

The commander should call a 5-minute break to tally the points from episode 3. Your table must turn in their **Convoy Map handouts**.

After the points are tallied and success or failure verified, the commander again addresses everyone.

THE SHORT WAY HOME

When this episode begins, the commander reads or paraphrases the following text as an announcement:

As your caravan flees Mad Maggie's pursuing hoard, you see a portal open in the distance. Mahadi's voice rises above the din of the infernal machines.

"You've kept your end of the bargain, and so I'll keep mine. Your home is on the other side of the portal. Drive through it, and then we'll settle up with the coins."

If the players succeeded, the commander announces:

Your convoy is triumphant! Some of Mad Maggie's forces are still with you, but the bulk of her vehicles have now fallen behind! However, the fight is not yet over!

If the players failed, the commander announces:

Your convoy has failed to shake Mad Maggie's forces! A few of her minions have fallen behind, but the bulk of her machines are still with you! And the fight is not yet over!

The DMs take over now. As the characters drive through the portal, their infernal warmachines disintegrate. The characters are left strewn about the city streets of Baldur's Gate, with the same crowd that was looking forward to the race now staring at them in wonder.

Describe how some of the bystanders cheer, others gasp in horror at the sudden appearance of the characters, and many just seem confused. Only a few moments pass before the portal begins to close. Then its closing halts for a moment, and the armies of hell pour through. Mad Maggie's forces are looking for revenge!

These forces do not drive infernal machines, but instead they run, fly, or crawl. One infernal machine does come through, however: a hellish contraption that Mad Maggie created called the Soul Reaper.

OBJECTIVE

Defeat the devilish minions of Mad Maggie that are reaping souls, which are being fed into the infernal machine known as the Soul Reaper. As the Soul Reaper attacks, characters can damage it and hopefully send it back to hell.

AREA INFORMATION

The streets of Baldur's Gate are exactly as they were when the characters were pulled away: only a few minutes have passed on this world. However, the intrusion of Avernus into this world causes some problems.

Atmosphere. The skies are clear, but a smoky haze pours through the gates, blocking the direct rays of the sun.

Dimensions. The streets of Baldur's Gate in this area are thirty-feet wide and lined with tall buildings.

Illumination. Dim light is all that can penetrate the haze that rolls through the portal from Avernus.

CREATURES/NPCs

Servants of Mad Maggie burst through the portal soon after the characters, along with the Soul Reaper. Mad Maggie ordered her servants to kill as many people as possible, knowing that the Soul Reaper would create more soul coins that she could use to replace those stolen from her.

Each of the leaders at the different tiers carries one soul coin. If the characters defeat that leader, it drops the soul coin.

TIER 1 CREATURES

The following creatures are members of the invasion force:

- **Spined Devil.** A **spined devil** servant of Mad Maggie leads the charge through the portal. The creature, called Murrhn, attempts to slay anything in its path, understanding that any souls released while the Soul Reaper is present will go into the infernal war machine.
- **Vargouille.** Three **vargouilles** serve the spined devil. They use their stunning screeches as often as they can, and those that can't screech try to kiss stunned victims.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two **vargouilles**. Reduce the hit points of the spined devil to 11. The **vargouille** can't use its stunning shriek.
- **Weak:** Remove two **vargouilles**.
- **Strong:** Add one **vargouille**. Only two **vargouilles** can use stunning shriek.
- **Very Strong:** Add three **vargouilles**. Only three **vargouilles** can use stunning shriek.

TIER 2 CREATURES

The following creatures are members of the invasion force:

- **Vrock.** A **vrock** called Sprieker serves Mad Maggie as one of her advance guards. He and his merregon underlings live to raid sites in the mortal world and taste the sweet flesh of their victims.
- **Merregon.** Three **merregons** serve the vrock Sprieker as trusted mercenaries. The merregons are loyal bodyguards to the vrock, giving their lives for his.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two **merregons**.
- **Weak:** Remove one **merregon**.
- **Strong:** Add one **merregon**.
- **Very Strong:** Add one **vrock**.

SUCCESS/FAILURE COMPLICATIONS

At the end of each round of combat, you can roll on the following complication chart. If the players as a whole succeeded in episode 3, add +5 to the result of the roll.

Complications

d20	Effect
1	A group of devils flies past your party, slashing at you with teeth and claws. You take 4 slashing damage per level of your character. A successful DC 10 Constitution saving throw halves that damage.
2-6	Gouts of hellfire spill across the battlefield, hitting all of the characters and their opponents. Characters take 2 fire damage per character level, and monsters 2 per CR. A successful DC 10 Dexterity saving throw halves that damage.
7-10	Several tiny devils rush up to you and begin biting at your ankles. Unless you succeed on a DC 10 Constitution saving throw, you have disadvantage on your next attack.
11-19	No effect.
20+	A paladin in service to Baldur's Gate heals the person in your party with the least amount of hit points. That character regains 2 points per character level, to a minimum of 10.

SETTING THE SCENE

As the attack unfolds, describe how Mad Maggie's minions move toward innocent bystanders, making it clear they're doomed unless the characters intervene. Describe a couple of innocents dying and having their souls ripped from their bodies. When that happens the souls streak toward the Soul Reaper and power the machine. Grant inspiration to any characters who succeed in rescuing innocents.

FIGHTING THE SOUL REAPER

Once during this episode, an administrator may come to your table to play the part of the Soul Reaper. Let the admin take over, giving each character one round to damage the machine. Then the machine attacks the characters.

MAHADI

Mahadi watches the battle with a mix of impatience and interest. He's in awe that Mad Maggie would spend so much power to follow him back to the mortal world, and he's interested in seeing how the characters deal with her attack.

TIME'S UP

Once the allotted time for this episode is finished, the commander calls time and give the following announcement, as Mad Maggie loses the power to keep the portal open:

With an ear-piercing howl, the portal to hell wavers. The fiendish creatures littering the streets of Baldur's Gate warp as if being sucked through a thin straw. Mad Maggie, the hellish crone whose treasure you stole, appears in the rapidly closing portal. "You've stolen from me, and I won't forget that. I'll see you again, and the next souls I taste will be yours!"

She ends her tirade with a cackle, and as the portal snaps shut before her, the cackle continues to echo through the streets of Baldur's Gate... and in your minds.

Congratulate your players on surviving Avernus, and then move on to episode 5: "Conclusion."

PLAYING THE PILLARS

Use the following suggestions to adjust this episode, if you think it will make the gameplay more fun.

COMBAT	EXPLORATION	SOCIAL
If the characters defeat all the enemies before time is called, allow them to start a battle against another group of the same enemies, but for a party one step weaker than they fought before. If they can defeat this group as well, award each character an additional soul coin.	Rather than having the encounter take place in the streets of Baldur's Gate, the characters see a group of devils enter an orphanage that's used as a front for a gang of thieves. The building is a maze of narrow passageways, with numerous locked doors and traps.	A group of children who came to watch the race must be cleared from the area. While creatures attack, the characters must do whatever they can to keep the children together, calm, and safe as they lead them away from the carnage.

EPISODE 5: CONCLUSION

Allotted Time: 15 minutes

After the action of episode 4 ends, one player and the DM from each table come up the HQ. The player carries the soul coins that the players collected, and the DM carries the soul coins that the players lost or were unable to recover.

Two containers should be placed in a visible spot, held aloft by volunteers, etc. One container is for Mahadi, and the players place their coins into that container. The other container is for Mad Maggie, and the DMs place their coins in that container.

After all the tables have placed their coins in the respective containers, the coins are counted. When the totals are tabulated, the results should be read.

TREASURE UNLOCKS

If the characters failed to earn enough coins for Mahadi's container, then they only receive the regular treasure unlock.

If the characters earned enough coins for Mahadi's container, he provides them with the bonus treasure unlock for each tier.

REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

TIER 1 AWARDS

The characters receive **four advancement checkpoints** and **four treasure checkpoints** for completing this adventure.

TIER 2 AWARDS

The characters receive **four advancement checkpoints** and **eight treasure checkpoints** for completing this adventure.

PLAYER AWARDS

The characters earn the following player awards for completing the adventure.

MAGIC ITEM UNLOCK (TIER 1 & 2)

Regardless of success or failure, characters completing the adventure at either tier unlock the following item:

Necklace of Adaptation. This award can be found in **appendix E**.

SPECIAL MAGIC ITEM UNLOCK (TIER 1)

If the players recover enough soul coins for Mahadi, players completing the adventure at this tier unlock the following special item:

Helm of Telepathy. This award can be found in **appendix E**.

SPECIAL MAGIC ITEM UNLOCK (TIER 2)

If the players recover enough soul coins for Mahadi, players completing the adventure at this tier unlock the following special item:

Mantle of Spell Resistance. This award can be found in **appendix E**.

STORY AWARDS

At the completion of this adventure, the characters may earn the following story award:

Minted Soul. Characters gain this story award if they fail to recover enough soul coins for Mahadi at the end of the adventure. This award can be found in **appendix E**.

Promised Soul. Characters gain this story award if they sell their soul to a devil to benefit the alliance. This award can be found in **appendix E**.

DM REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player awards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

APPENDIX A. NPCs AND LOCATIONS

MAD MAGGIE

Mad Maggie is a night hag warlock of the hellscape of Avernus. She is ruthless and cunning with a wicked sense of humor. Although she is evil, she is not without a sense of warrior-like honor and has respect for those tough enough to tangle with her and get in a few licks.

Her gang of miscreants scavenge the hellscape for wrecked infernal war machines to rebuild them into their own, ramshackle war machines that they then use to raid traders, devil legions and others who wander into her territory. Even in the wastelands of hell, there is always some lost wanderer, crazy adventurer, or foolish soul who winds up needing help, and desperate people are her specialty as they are so deliciously corruptible.

MAHADI

Mahadi is a rakshasha who appears as a wealthy merchant lord of Turmish descent. He is the proprietor of the Souk, a traveling marketplace that deals in all manner of wares throughout Avernus. In addition to his roles within the Souk, Mahadi's true purpose is to act as the eyes and ears of Asmodeus on Avernus. As a deal broker and moderator, he's privy to all manner of dealings that may otherwise escape the attention of his patron.

CHUKKA AND CLONK

The Kenku Brothers have been with Mad Maggie since before coming to Avernus. Clonk is the bigger of the two, and is the strong, silent type. Chukka is noisy, animated, full of crow, and does all the interacting with people. Along with their gang duties, Chukka and Clonk are attempting, along with the help of the flameskull Barnabus, to manufacture an infernal war machine that can fly.

GULAH

Gulah is an oni who is in the gang to find the Cloak of Flies, a powerful magic item that was lost in the wastelands of Avernus. She exudes confidence and always seems to have a smirk on her face as if she knows a secret joke.

PIPYAP

Pipyap is a very friendly, albeit ill-willed, devil. He is honest in his dealings and talkative. He was summoned from the Nine Hells by Halvin Graingle, a member of the Cult of the Dragon, to act as his familiar. After Halvin's disappearance, Pipyap was released from his service and wandered the Forgotten Realms to slake his own pleasures. He's now wound up back in the Nine Hells and is keen to earn the respect of any warlock who can summon him back to the mortal world.

APPENDIX B. MONSTER & NPC STATISTICS

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

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

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

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

ACTIONS

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

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

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

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

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

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

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

BOGGLE

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as “30 feet straight up”). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle’s next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Pummel. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage.

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle’s choice). The puddle is 1 inch deep and covers the ground in the boggle’s space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

CHAIN DEVIL (KYTON)

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Saving Throws Con +7, Wis +4, Cha +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 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 two attacks with its chains.

Chains. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until the grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest).

Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, providing that the chains aren't being worn or carried.

Animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature on its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed

loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

CLAY GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Dethek but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage

on Dexterity saving throws, and can use its slam attack as a bonus action.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

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

HORNED DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 148 (17d10 + 55)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Dex +7, Wis +7, Cha +7

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 13

Languages Infernal, Common, telepathy 120 ft.

Challenge 11 (7,200 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: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

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.

JACKALWERE

Medium humanoid (shapechanger), chaotic evil

Armor Class 12

Hit Points 18 (4d8)

Speed 40 ft.

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

Skills Deception +4, Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 12

Languages Common (can't speak in jackel form)

Challenge 1/2 (100 XP)

Shapechanger. The jacklwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in each form. Any equipment it's weapon or carrying isn't transformed. It reverts to her true form if it dies.

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

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

ACTIONS

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

KORRED

Small fey, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d6 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Skills Athletics +9, Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 15

Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon

Challenge 7 (2,900 XP)

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

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

At will: *commune with nature*, *meld into stone*, *stone shape*

1/day each: *conjure elemental* (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), *Otto's irresistible dance*

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

ACTIONS

Multiattack. The korred makes two attacks with its greatclub or hurls two rocks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground.

Rock. Ranged Weapon Attack: +9 to hit, range 60/120 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 24 (4d8 + 6) bludgeoning damage if the korred is on the ground.

MADCAP

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 60 (8d6 + 32)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	10 (+0)	9 (-1)

Skills Athletics +6, Perception +2

Senses darkvision 60 ft, passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Irrational Hatred. Each madcap has a unique and irrational hatred for a common object, creature, or aspect of the world that it finds frustrating. Any madcap that sees the source of its hatred flies into an unstoppable combusive rage (see Reactions).

Iron Boots. While moving, the madcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the madcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The madcap makes three attacks with its pikestaff.

Pikestaff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, or 15 (2d10 + 4) piercing damage if the madcap is raging.

Ironbound Leap. The madcap leaps 9 feet of its movement from a standing jump or 18 feet if it moves 10 feet in a straight line before jumping. Any creature within 5 feet of the madcap when it lands must succeed on a DC 14 Dexterity saving throw or take 15 (2d10+4) bludgeoning damage and be knocked prone. If the madcap is raging, the distances that it can jump are doubled.

REACTIONS

Combustive Rage. When a creature hits the madcap with an attack, the demonic ichor coating its cap explodes into flame and drives the madcap into a fearsome rage. While raging, the madcap doubles its damage dice on Strength-based attacks (included in the attacks) and makes Strength checks and Strength saving throws with advantage. Any creature apart from another madcap that starts its turn within 5 feet of the raging madcap is sprayed with burning

demonic ichor and must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. At the end of each of the madcap's turns, it takes 5 fire damage. The rage ends when the madcap dies or the creature that triggered its rage dies.

EXAMPLE IRRATIONAL HATREDS

Madcaps spend most of their lives brooding about their irrational hatreds. Madcaps sometimes seek out other madcaps who share their hatreds and gang together. To quickly determine a madcap's hatred, roll a d8 on the following table:

d6	Irrational Hatred
1	Revealing clothing
2	Poetry less than three decades old
3	People with red hair
4	Anyone who says "right" at the end of a sentence
5	Nasal jewelry
6	Children
7	Improvised music
8	The number five

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

MEDUSA

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTIONS

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

MERREGON

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

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

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Infernal but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The merregon makes two halberd attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the merregon makes three halberd attacks.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

REACTIONS

Loyal Bodyguard. When another fiend within 5 feet of the merregon is hit by an attack, the merregon causes itself to be hit instead.

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.

NUPPERIBO

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft.

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

Skills Perception +1

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

Damage Immunities fire, poison

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 11

Languages understands Infernal but can't speak

Challenge 1/2 (100 XP)

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

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

ACTIONS

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

REDCAP

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses darkvision 60 ft, passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap had disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10+4) bludgeoning damage and be knocked prone.

SMOKE MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). The mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

Cinder Breath (Recharge 6). The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks 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 an opportunity attack when it flies out of an enemy's reach.

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

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

ACTIONS

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

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

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

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

VARGOUILLE

Tiny fiend, chaotic evil

Armor Class 12

Hit Points 13 (3d4 + 6)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Abyssal, Infernal, and any languages it knew before becoming a vargouille, but can't speak

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 10 (3d6) poison damage.

Kiss. The vargouille kisses one incapacitated humanoid within 5 feet of it. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell; don't count that time. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Stunning Shriek. The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.

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 two attacks: two with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to 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 C. INFERNAL WAR MACHINE RULES

Infernal Pursuits uses new rules for infernal war machines, hellish land vehicles made for battle in the wastes of Avernus. These brutal weapons are powered by the souls of the damned!

The following rules for infernal war machines are critical for running *Infernal Pursuits*. Get familiar with these rules and share handout 1, “War Machine Rules Summary,” with your table as soon as they’re seated (i.e. before the event has officially started).

INFERNAL WAR MACHINE STATISTICS

Being quasi-magical, soul-powered devices, infernal war machines have the same statistics as all creatures, with a few extra entries.

- **Creature Capacity.** Every war machine can only hold the number of creatures listed in this entry. One Medium creature takes up as much space as four Tiny creatures and one Small creature. One Large creature takes up the space of four Medium creatures, one Huge creature takes up the space of nine Medium creatures, and one Gargantuan creature takes up the space of sixteen Medium creatures. For every Medium creature (rounded down) the crew capacity is exceeded, the speed of the war machine is reduced by 5 feet.
- **Cargo Capacity.** Every war machine can hold as much cargo as this entry specifies.
- **Damage Threshold.** A war machine with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold value, in which case it takes damage as normal.
- **Mishap Threshold.** When the infernal war machine takes an amount of damage from a single attack or effect is equal to or greater than its mishap threshold value, it suffers a mishap (see “Mishaps”).

VEHICLE FACING

It’s important to track which direction a vehicle is facing during its turn. If using miniatures, a vehicle can be positioned toward any of the four main compass points – north, south, east, or west.

When moving a vehicle, it must move in the direction it is facing or execute a 90 degree turn maneuver. For every 5 feet that a vehicle moves

forward, it can drift 5 feet to either side without needing to execute a turn maneuver.

EMBARKED ON WAR MACHINES

Anyone on or in a war machine is embarked on it.

STATIONS

War machines have stations that an embarked creature can occupy by using all of their movement to get into position. Leaving a station costs no movement. An embarked creature can use the action options provided by the station it’s occupying. A station’s action options can only be used once per round and only one creature at a time may occupy a station.

Helm. An embarked creature who occupies the helm can use their movement to move the war machine, or their action to perform attack maneuvers.

Weapons. An embarked creature who occupies a weapon station can use their action to attack or activate the weapon.

MOVING WHILE EMBARKED

Vehicles are considered difficult terrain. A creature can move from the exterior of the vehicle to the interior as part of their movement. While sheltering inside the vehicle, the creature can’t be targeted by attacks and can’t see outside the vehicle.

If a creature on the exterior of a vehicle falls prone, they must succeed on a DC 15 Dexterity saving throw or fall from the vehicle.

FALLING FROM INFERNAL WAR MACHINES

In a high-speed chase, falling from a vehicle is a dangerous thing. When a creature falls off a war machine, it takes 14 (3d6) bludgeoning damage plus another 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

MAKING REPAIRS

Some mishaps (see “Mishaps”) cause malfunctions in war machines (see the Mishaps table) in ways that can be repaired by embarked creatures.

To make a repair, an embarked creature must move to the damaged area, and as an action make a successful check associated with the mishap (as shown on the table). If the embarked creature uses

appropriate tools as part of the check, they add their proficiency bonus.

Characters can also sacrifice soul coins to repair their vehicle (see “Soul Coins and War Machines”).

HELM ACTIONS

An embarked creature occupying the war machine’s helm station can perform the following maneuvers.

WAR MACHINE MOVEMENT

By using all of its movement speed, the creature occupying the helm station can move the vehicle up to its speed and make one 90-degree turn.

WAR MACHINE ATTACK MANEUVER

An embarked creature occupying the war machine’s helm can use their action to perform one of the following attack maneuvers.

Ram. The infernal war machine moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures’ spaces. A creature whose space the infernal war machine enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest unoccupied space out of the infernal war machine’s path. On a failed save, the creature falls prone and takes 28 (8d6) bludgeoning damage.

If the infernal war machine remains in the prone creature’s space, the creature is also restrained until it’s no longer in the same space as the infernal war machine. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the infernal war machine and is no longer restrained.

If the vehicle ends its movement within reach of a creature or object, the creature at the helm can attempt to ram the target by making an attack roll using the creature’s Dexterity bonus (and adding the creature’s proficiency bonus if the creature is proficient with land vehicles). If the attack succeeds, the target takes 22 (4d10) bludgeoning damage and the vehicle used to make the attack takes half the damage. If the vehicle used to attack has the ram attachment (see handout 2, “Building a War Machine”), the attack deals 33 (6d10) bludgeoning damage and the vehicle takes no damage.

Sideswipe. As an action, the creature occupying the helm can make a special melee attack to attempt to nudge a vehicle to push it away. If the creature

can make multiple attacks with the Attack action, a nudge can replace one of them.

The target must be no more than one size category larger than your vehicle and must be within your vehicle’s reach. Instead of making an attack roll, the creature occupying the helm makes a Strength check using the vehicle’s Strength modifier, contested by the target vehicle’s Strength or Dexterity check. If the target vehicle has no one at the helm, it automatically fails the check. If the aggressor wins the contest, the target vehicle is knocked 10 feet directly away from the aggressor vehicle, and all of the target vehicle’s embarked creatures must succeed on DC 10 Strength check or fall prone.

OPPORTUNITY ATTACKS

War machines do not normally make opportunity attacks. Creatures do not provoke opportunity attacks when war machines move them.

CRASHING AND PRONE

War machines that are knocked prone or that move into the space occupied by a creature or object of sufficient size suffer a crash.

CRASHING

If a war machine moves into the space occupied by a creature or object that is of sufficient size, the vehicle instead crashes. A vehicle avoids crashing if the object or creature is at least two size categories smaller than it. However, that creature or object still takes damage from the impact.

When a vehicle crashes, it must immediately make a Strength saving throw with a DC determined by the size of the creature or object it crashed into. The object or creature must also make the saving throw using the vehicle’s size to determine its DC. If the object has no listed Strength score, you can use the listed save bonus from the Crash Save table.

Crash Save

Size	DC	Bonus
Small or less	5	+0
Medium	10	+0
Large	15	+2
Huge	20	+2
Gargantuan	25	+5

On a failed saving throw, the vehicle and creature or object immediately stops moving and takes damage based on the creature’s or object’s size as shown on the Crash Damage table. If the vehicle’s,

creature's, or object's saving throw succeeds, it stops moving and takes half the damage (rounded down).

Crash Damage

Object Size	Bludgeoning Damage
Small	5 (2d4)
Medium	5 (2d4)
Large	10 (4d4)
Huge	20 (8d4)
Gargantuan	25 (10d4)

Creatures embarked on a vehicle risk injury when it crashes. Such creatures must also succeed on Strength saving throws with the same DC or take 5 (2d4) bludgeoning damage and get knocked prone. If the vehicle was destroyed, a creature that fails takes damage equal to the crash damage suffered by the vehicle and is knocked prone, while one that succeeds suffers half damage.

PRONE

If a war machine is knocked prone, assuming it is not immune to that condition, it crashes. A prone vehicle is flipped on its side or top and is unable to move unless its statistics say otherwise. It suffers the effects of crashing into a vehicle of its size (see "Crashing").

A vehicle must be picked up or pushed back on to its proper side to stop being prone. A character who makes a successful Strength (Athletics) check as an action rights the war machine. The DC for the check equals 15 for a Large war machine, 20 for a Huge war machine, and 25 for a Gargantuan war machine.

DEXTERITY SAVING THROWS

If a situation arises where both the infernal war machine and one or more embarked creatures on it are required to make a Dexterity saving throw, start with the infernal war machine. If it succeeds, the embarked creatures have advantage on their saves.

SPELLS

Many spells require the caster to choose a point within range. This can get complicated if the caster and its target are embarked on infernal war machines that are screeching across a dusty wasteland at high speeds. As a general rule, if a spell or spell effect is anchored to a location on an infernal war machine or on an embarked creature, it moves with the infernal war machine.

SOUL COINS AND WAR MACHINES

In *Infernal Pursuits*, the characters carry soul coins which contain the souls of the damned. As a bonus action, a character embarked on an infernal war machine can feed 1 soul coin to the machine to achieve one of the following effects:

- The war machine's speed increases by 20 feet until the end of the character's next turn.
- The next time a weapon on the war machine deals damage to a creature before the end of the character's next turn, it deals an additional 10 force damage (this can also be applied to attack maneuvers).
- The infernal war machine regains 20 hit points.

A character can feed more than 2 soul coins into a war machine to double the effect but doing so causes the vehicle to have a mishap (see "Mishaps").

VEHICLE CHASES

If the players get into a vehicle chase through Avernus, use following Chase Complications table to add drama to the encounter (see Chases in chapter 8 of the *Dungeon Master's Guide*).

Avernus Chase Complications

D29	Complication
1	You head straight into a herd of grossly fat nupperibo devils. A vehicle makes a DC 15 Strength or Dexterity check (your choice) to get through the herd. On a failed check, the herd counts as 60 feet of difficult terrain. If a vehicle ends its turn in the herd, each embarked creature must make a DC 11 Constitution saving throw with disadvantage or take 1d4 piercing damage.
2	Uneven ground threatens to slow your progress. A vehicle makes a DC 10 Dexterity check to navigate the area. On a failed check, the ground counts as 40 feet of difficult terrain.
3	A massive dust storm descends on you. Visibility is reduced to 20 feet. Vehicle have disadvantage on their next Chase Complications ability check. Embarked creatures that are exposed must make a DC 10 Constitution check. On a failed check, embarked creatures spend their next turn coughing, and can make no attacks.
4	Your path takes you right into a swarm of hell hornets. The swarm makes an opportunity attack against a vehicle and any embarked creatures that are exposed. (+5 to hit; 4d4 piercing damage on a hit).
5	A field of bubbling tar pits looms before you. A vehicle makes a DC 10 Dexterity check. On a fail, it becomes restrained. At the start of each turn, the driver can make a successful DC 15 Strength check using the vehicle's Strength to free the vehicle.
6	You barrel toward a patch of Hell Sand. The vehicle's driver makes a Wisdom (Perception) check to spot and avoid it. On a fail, the vehicle spins out of control and finishes its move going in a random direction.
7	Piles of devil bones from some ancient battle litter the landscape in great mounds. The rumbling of your Infernal war machine threatens to cause an avalanche. Vehicles make a Dexterity check (Huge vehicles and bigger have disadvantage). On a fail, you trigger an avalanche, and take 5d4 bludgeoning damage. The terrain counts as difficult for the next 40 feet.
8	You come upon a sudden 15-foot drop off. A vehicle must make a DC 10 Dexterity check. A vehicle takes 8d4 bludgeoning damage on a failed save, or half as much damage on a successful one.
9	Columns of flame erupt all around you. A vehicle makes a DC 10 Dexterity check or take 8d6 fire damage. Embarked creatures that are exposed take half damage.
10	An infernal creature chases after you. The DM chooses the creature.
11	Spiked chains burst from the cracked ground to lash the hull of your Infernal war machine, making a melee attack against each embarked creature at +4 to hit, dealing 11 (2d6+4) bludgeoning damage.
12	You come upon a field of immense, teetering stones that seem to defy gravity. It seems to you that only a small bit of effort could bring them tumbling down. Each pillar has AC 17, and damage threshold of 35. If the damage threshold is exceeded, the pillar collapses in a random direction.
13	You speed toward the enormous, skeletal remains of some anonymous long-dead monster. The bones looming above you are ancient and brittle. A vehicle must make a DC 10 Strength check or crash. Vehicles of Gargantuan size automatically succeed.
14	You pass by what looks like an infernal war machine graveyard. A dozen or so derelict vehicle dot the landscape, some half buried in the gathered dust. If a vehicle dashes, it must make a DC 10 Dexterity check or crash into one of the derelict Infernal war machines.
15	Your Infernal war machine races through a cloud of bleak gnats. The infernal insects burst against the hull, shedding magical darkness around them for 2 rounds.
16-20	Relatively open expanse (no complication).

MISHAPS

Infernal war machines are dangerous but temperamental machines. The hazards of Avernus's vast wastes and the onslaught of enemies are more than enough to push vehicles to breaking points.

Roll on the Mishaps table when one of the following occurs to a war machine:

- The war machine suffers a critical hit.
- The war machine takes an amount of damage from a single attack or effect equal to or greater than its mishap threshold value.
- A risky or difficult maneuver is attempted with the war machine (at the DM's discretion).

Mishaps

d20	Effect	Repair DC
1	Engine explosion! The vehicle's engine bursts into flame, dealing 6d6 fire damage to the vehicle and creatures embarked on the vehicle or within 10 feet of it. The vehicle immediately moves double its speed in a straight line. Until a repair is made, the vehicle takes 2d6 fire damage at the start of each of its turns.	20 (Str)
2	Steering mechanism locked! The vehicle cannot make turns, and automatically fails Dexterity checks and saving throws until a repair is made.	15 (Str)
3	Soul energy is bleeding out! The vehicle's speed is reduced by half until a repair is made.	15 (Dex)
4-6	Weapon destroyed! DM determines which weapon is no longer operational.	—
9	Caustic smoke! Thick smoke spews out from the Infernal war machine to engulf the creature occupying the helm. The creature takes 5 (2d4) acid damage. If its eyes are exposed, it is blinded until the end of its next turn.	—
10	Engine shriek! The Infernal war machine lets out a high-pitch scream that echoes in the minds in all who hear it. All creatures within 60 feet of the vehicle must succeed on a DC 15 Intelligence save or take 14 (3d6) psychic damage.	—
11-12	Damaged wheel! The vehicle's speed is reduced by 15 feet. The vehicle has disadvantage on Dexterity checks and saving throws until a repair is made.	15 (Dex)
13-16	Skid! The vehicle has disadvantage on all Dexterity checks and saving throws for 1 round.	—

16-19	Armor failure! The vehicle's AC is reduced by 2 until the armor is repaired.	10 (Str)
20	Flip! The vehicle jerks to one side, and rolls. All embarked creatures must succeed on a DC 20 Dexterity (Acrobatics) check or fall from the vehicle. Roll any die. On an even result, the war machine lands back on its wheels. On an odd result, the war machine lands on its back and requires a successful Strength (Athletics) check made as an action to be righted. The DC for the check equals 15 for a Large war machine, 20 for a Huge war machine, and 25 for a Gargantuan war machine.	

INFERNAL WAR MACHINE TYPES

TORMENTOR

Large vehicle

Creature Capacity 3 Medium creatures

Cargo Capacity 2 tons

Armor Class 14

Hit Points 40 (damage threshold 10)

Mishap Threshold 20

Speed 150

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances cold, psychic

Damage Immunities fire, poison

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

RAKING SCYTHES

Whenever the infernal warmachine moves, it inflicts 16 slashing (3d10) damage to any creature that it moves within 5 feet of. A creature can take this damage only once during your turn.

STATION: HELM (1 CREW)

Cover three-quarters (+5 AC)

Move up to vehicle speed with up to two 90 degree turns.

STATION: LIGHTNING HARPOON (1 CREW)

Cover half (+2 AC)

Ranged Weapon Attack: +5 to hit, range 120ft., one target. *Hit:* 9 (2d8) piercing damage plus 7 (2d6) lightning damage. On a hit, if the target is a vehicle, its speed is reduced by 5 ft.

REACTIONS

Juke. The Hellfire Interceptor can use its reaction to gain advantage on a Dexterity saving throw.

EARTH RIPPER

Huge 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

CHOMPER

Melee Weapon Attack: +7 to hit, reach 5 ft., one target in front of it. *Hit:* 27 (5d10) piercing damage plus 14 (4d6) fire damage.

STATION: HELM (1 CREW)

Cover three-quarters (+5 AC)

Move up to vehicle speed with up to one 90 degree turn.

STATION: INFERNAL SCREAMER (1 CREW)

Ranged Weapon Attack: +7 to hit, range 120 ft., one target. *Hit:* 22 (4d10) thunder damage. If the target is within 60 ft., the damage is 33 (6d10) thunder damage. On a successful Dexterity check, the target takes half damage.

STATION: WRECKING BALL

Melee Weapon Attack: +7 to hit, reach 15 ft., one target. *Hit:* 36 (8d8) bludgeoning damage. On a successful hit, the target was a vehicle, it must succeed on a Strength saving throw or immediately move their speed in a random direction.

APPENDIX D. HANDOUTS

The following handouts are used during the adventure. Print at least one copy of each, though one copy of each per player is ideal.

HANDOUT 1. WAR MACHINE RULES SUMMARY

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 or 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.

HANDOUT 2. BUILDING A WAR MACHINE

BUILDING YOUR WAR MACHINE!

You have four modification points to spend on improvements!

Tick the modifications you would like to buy.

VEHICLE NAME

VEHICLE STATISTICS

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

STATION: HELM (1 CREW)

By using all of its movement speed, the creature occupying this station can move the vehicle up to its speed and make one 90 degree turn.

A creature has three-quarters cover (+5 bonus to AC and Dexterity saving throws) while it occupies this station. When it 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.

STATION: WEAPON (1 CREW PER STATION / 2 STATIONS MAX)

A creature occupying this station can use the weapon fitted to it.

A creature has half cover (+2 bonus to AC and Dexterity saving throws) while it occupies this station. When it 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.

BASIC IMPROVEMENTS

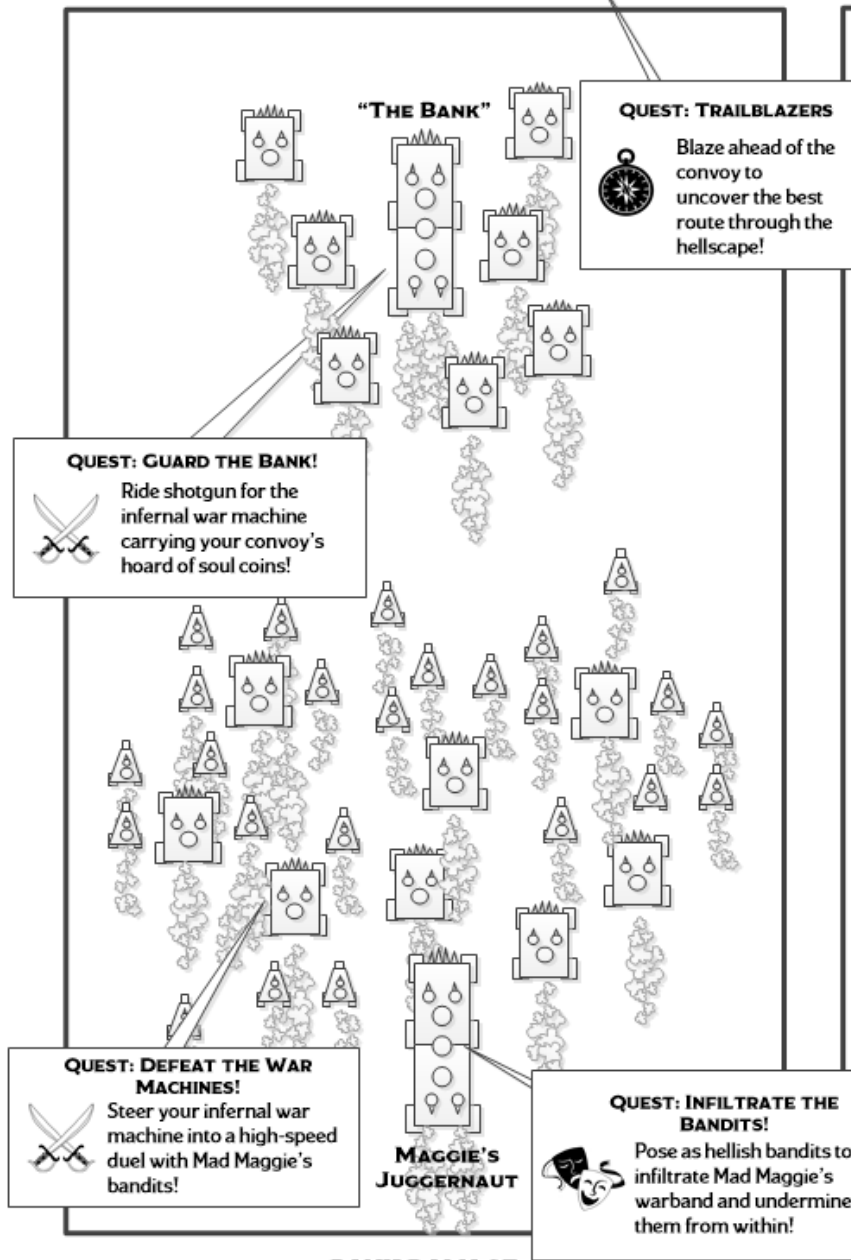
- RAKING SCYTHES (1 Pt)**
Deal 16 (3d10) slashing damage to any creature on ground that you drive past.
- DURABILITY (2PTS)**
Increases hit points by 50 and damage threshold by 5
- MANEUVERABILITY (2PTS)**
Speed increases by 20 feet.
- RAM (3PTS)**
Ram attack damage increases to 33 (6d10) bludgeoning damage and causes no damage to your own vehicle.

WEAPON STATIONS (MAX TWO)

- INFERNAL SCREAMER (1PT)**
Target: One creature, object, or vehicle within 120 feet. *Effect:* Target makes a DC 15 Dexterity saving throw. On a failed save, it takes 22 (4d10) thunder damage plus 11 (2d10) thunder damage if within 60 feet. Half damage on a successful save.
- LIGHTNING HARPOON (1PT)**
Ranged Weapon Attack: +5 to hit, range 120 ft., one target. *Hit:* 2d8 piercing damage plus 2d6 lightning damage. If the target is a vehicle, its speed is reduced by 5 feet until the damage is repaired with a successful DC 10 Intelligence check made as an action.
- LIGHTNING FLAIL (2PTS)**
Melee Weapon Attack: +7 to hit, reach 15 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 5d8 lightning damage. Up to three other creatures within 30 feet of the target make a DC 20 Dexterity saving throw, taking 5d8 lightning damage on a failed save. Half damage on a successful save.
- WRECKING BALL (2PTS)**
Melee Weapon Attack: +7 to hit, reach 15 ft., one target. *Hit:* 8d8 bludgeoning damage. If the target is a vehicle, it must succeed on a DC 15 Strength saving throw or immediately move its speed in a random direction.
- THUNDER CANNON (2PTS)**
Target: One point within 120 ft. *Effect:* Each creature within 30 feet of the point must make a DC 20 Dexterity saving throw, taking 5d10 bludgeoning damage plus 2d12 thunder damage on a failed save. Half damage on a successful save.
- GORGER SAW (2PTS)**
Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 6d10 slashing damage. If the target is a vehicle, its AC is reduced by 2 until it is repaired. A successful DC 10 Strength check made as an action repairs the damage.
- BONEMELT SPRAYER (2PTS)**
Target: Creatures in a 60-foot cone. *Effect:* Each creature in the cone makes a DC 20 Dexterity saving throw, taking 2d10 fire damage plus 4d8 acid damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are drenched in burning acid and take 1d10 fire damage plus 2d8 acid damage at the end of their turns. An affected creature or another creature within 5 feet of it can take an action to scrape off the burning fuel.

HANDOUT 3: CONVOY MAP

CONVOY MAP



EVENT RULES

Short and Long Rests

The event plays out in just a few hours of game time. Players can't afford to take long rests and can take only one short rest. Opportunities to earn additional short rests occur during play.

Player Spellcasting

Right from the start of the adventure, the characters must drive like hell to reach their goals in time, making it difficult to cast certain spells.

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes can only be cast during the event if the group uses their short rest.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups in the same sector at the administrators' discretion. Inform the administrators if one of your players casts a spell with such a range.

Spellcasting Services

Between quests or episodes, allied clerics can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days. Remember that in a pinch, characters can also sacrifice soul coins to provide healing!

SOUL COINS

As a bonus action, you can sacrifice a soul coin to gain one of the following benefits:

- A character can sacrifice a soul coin to regain 2d10 hit points.
- A character can sacrifice a soul coin to regain a spell slot of 3rd-level or lower.
- A character can sacrifice a soul coin to enhance or heal their infernal war machine (see Infernal War Machine rules handout).

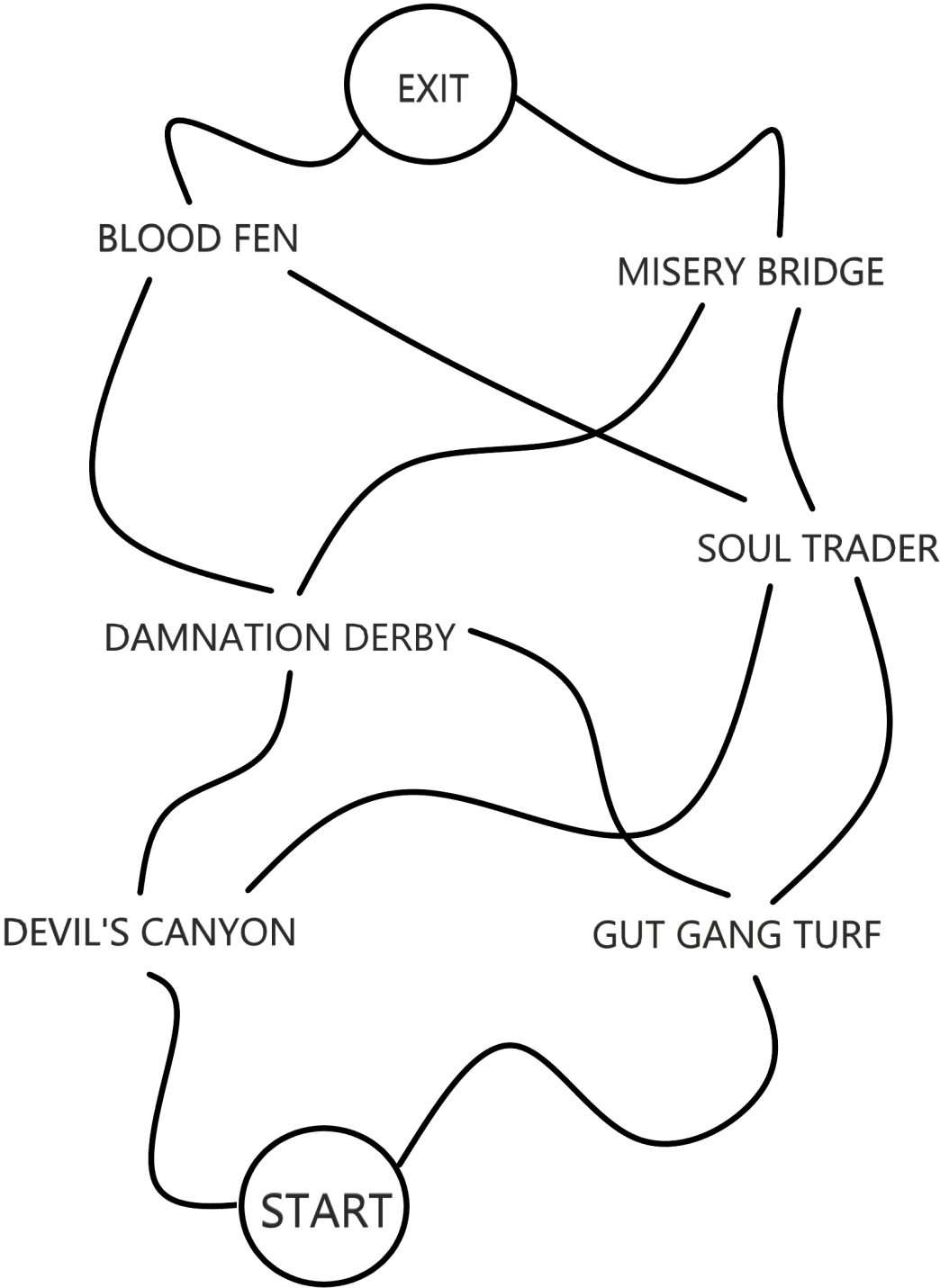
BANK DAMAGE

UNHARMED	DAMAGED	BURNING	WRECKED
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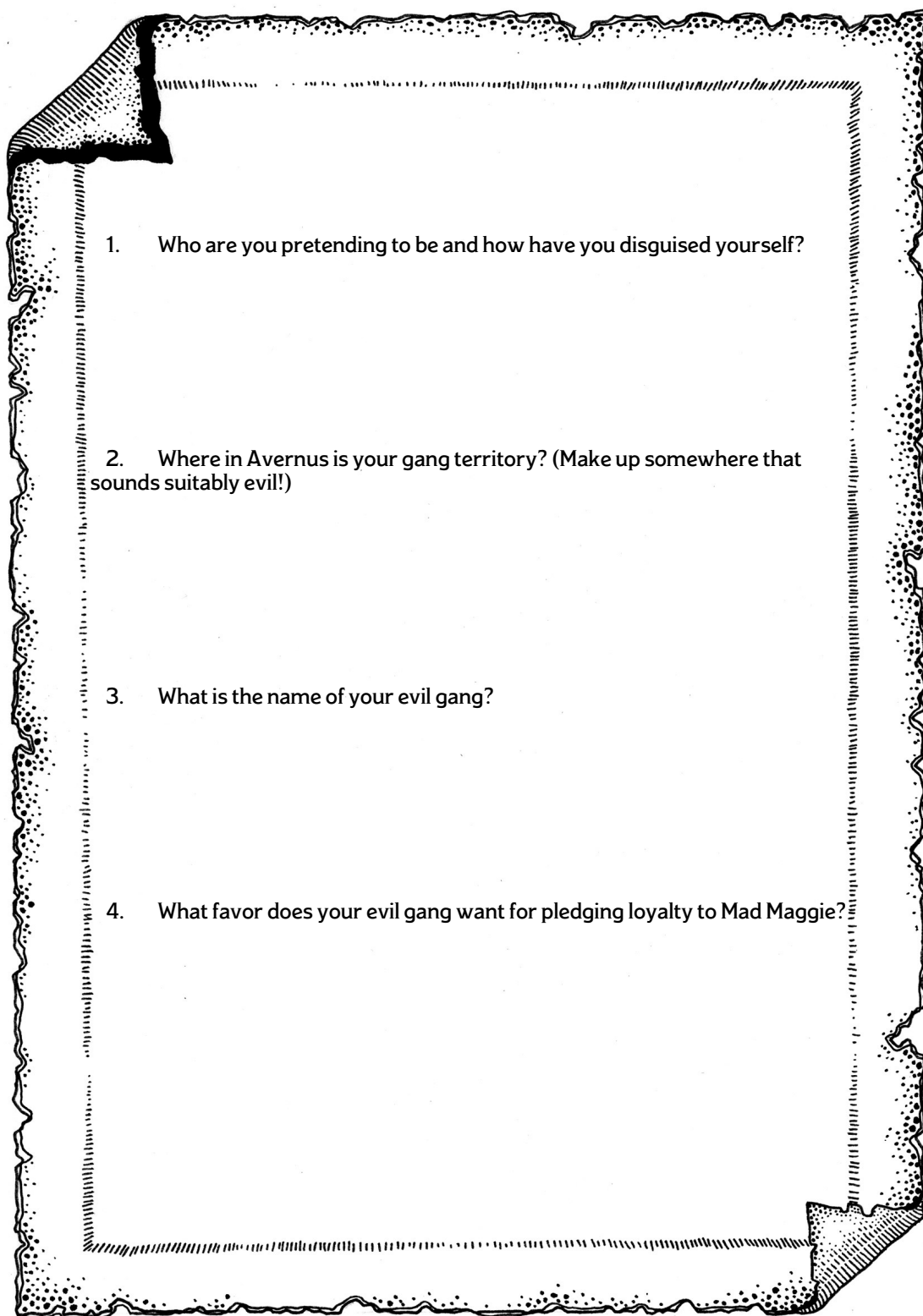
VICTORY POINTS

QUEST: DEFEAT THE WAR MACHINES!	
QUEST: INFILTRATE THE BANDITS!	
QUEST: TRAILBLAZERS	
QUEST: GUARD THE BANK!	

HANDOUT 4: TRAILBLAZER ROUTE MAP



HANDOUT 5: COVER STORIES



1. Who are you pretending to be and how have you disguised yourself?
2. Where in Avernus is your gang territory? (Make up somewhere that sounds suitably evil!)
3. What is the name of your evil gang?
4. What favor does your evil gang want for pledging loyalty to Mad Maggie?

APPENDIX E. MAGIC ITEM AND STORY AWARD HANDOUTS

TIER 1 & 2 MAGIC ITEM UNLOCK: NECKLACE OF ADAPTATION

Wondrous item, uncommon (requires attunement) – Magic Item Table F

The pendant of this necklace is an ovoid puzzle box of jagged black metal that screeches as it is operated. To activate the item, the puzzle box must be manipulated into a new configuration. While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

TIER 1 MAGIC ITEM UNLOCK (SPECIAL): HELM OF TELEPATHY

Wondrous item, uncommon (requires attunement) – Magic Item Table F

This cruel helm has been crafted to look like the screaming face of a devil. It's always warm to the touch, and when you wear it you hear devilish whisperings that you can never quite discern. While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply – using a bonus action to do so – while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

TIER 2 MAGIC ITEM UNLOCK (SPECIAL): MANTLE OF SPELL RESISTANCE

Wondrous item, uncommon (requires attunement) – Magic Item Table G

This sleeveless shawl is made from the stitched skin of many demons and devils. You have advantage on saving throws against spells while you wear this item.

STORY AWARD: PROMISED SOUL

Your soul has been promised to a devil of the Nine Hells. If you die, it claims your soul and subjects it to an eternity of torment. The only way you can be restored to life is via a *wish* or *true resurrection* spell, after which you can remove this award.

STORY AWARD: MINTED SOUL

A portion of your soul has been minted into a soul coin: part of the damnable currency of the Nine Hells. As the coin moves through the markets of the inferno, you feel an echo that affects your mind. At the start of every gaming session you participate in, roll a d6 to determine an effect for that game.

d6	Effect
1-3	No effect
4	Your soul coin is spent wisely by its owner. You gain inspiration at the start of this session.
5	Your soul coin is spent foolishly by its owner. You can't earn inspiration during this session.
6	Your soul coin is stolen from its owner. You can only spend inspiration to benefit other players during this session.

APPENDIX F. ADMINISTRATOR GUIDE

This section provides guidance on running *Infernal Pursuits* as a D&D Epic™ event for your game day or convention.

PARTICIPANTS

The adventure requires the following participants.

FOUR OR MORE GROUPS

A minimum of four groups is needed.

- Each group requires 3-7 players. All players in a group must belong to the same tier (i.e. level 1-4 at tier 1 or level 5-10 at tier 2).
- There's no limit to how many groups can participate.
- At least one group must represent each tier.

DUNGEON MASTERS (ONE PER GROUP)

Each table has one Dungeon Master. Dungeon Masters should read this adventure beforehand and prepare all encounters listed.

GUEST DUNGEON MASTER

The guest Dungeon Master runs special quests for volunteers throughout the event.

- The administrators can take on the role of the guest DM if needed. Each administrator simply bows out of their normal duties when they need to run a special quest.

3-4 ADMINISTRATORS

The administrators adjudicate interactive events and answers questions posed by DMs.

- Administrators can also assume the role of wandering NPCs: Chukka and Clonk, Gulah, and Pipyap. It's recommended that administrators dress up for these roles!
- A fourth administrator dresses up as Mad Maggie for the finale. **Note:** as Chukka and Clonk and Gulah have retired by this stage, this role could be performed by one of the other administrators.
- Administrators liaise between tables to adjudicate interactive events.

ONE COMMANDER

The commander oversees the event and announces important events. It's vital that players can hear the commander's announcements.

SETUP

The following steps are important for ensuring the event runs smoothly.

STEP 1. PREPARE HEADQUARTERS

Headquarters (or "HQ") is an area set aside for the administrative staff.

- The commander needs a clock or stopwatch, a pen or pencil, and at least one copy of this adventure.
- Two receptacles for collecting soul coins should be placed at HQ, one labelled "Mahadi" and the other labelled "Mad Maggie."
- The commander should have the **order of events** from the end of this appendix ready.

STEP 2. PREPARE TABLES

One table is required for each group. All tables need a good view of HQ, so they can see and hear the commander's updates.

STEP 3. ALLOCATE SOUL COINS

Each DM should be given 30 "soul coins." These can be poker chips, beads, scraps of paper, or any other token, chip, or counter that works for you. You should keep a large reserve of coins at HQ, in case DMs need more.

STEP 4. MUSTER GROUPS

During muster, players are assigned to Dungeon Masters and tables.

STEP 5. COUNT GROUPS

To calculate victories in episode 3, the administrators need to know how many groups are playing. When the event begins, the administrators must count the groups and log them on the commander's victory tracker.

STEP 6. PLAY!

When play begins, the commander reads the briefing aloud to the assembled players (see "Order of Events", below).

INTERACTIVE ELEMENTS

As a D&D Epics™ event, *Infernal Pursuits* features several opportunities for players to interact with

other tables. The administrative team must be ready to coordinate these interactive elements.

SOUL COINS

You need a physical representation of soul coins for this event (see “Setup”). These soul coins are traded back and forth between the DM, the players, and other tables throughout the adventure. At the start of play, each DM should get 30 soul coins.

At the end of the event, each table needs to bring their coins back to the commander and place them in vessels labeled “Mahadi” or “Mad Maggie”. The vessels are used for determining the success or failure of the event in episode 5, “Conclusion.”

INTERACTIVE EVENTS

Some episodes feature moments where choices made on one table can affect other tables nearby. These are:

- In episode 2, combat breaking out on one table puts the enemies on high alert on all adjacent tables.
- In episode 3, damage to the juggernaut nicknamed “The Bank” is shared across all tables.

All administrators should be ready and able to adjudicate these events as needed.

HARD CHOICES

During episode 3, the commander regularly picks a player to resolve a hard choice for convoy. The effects of each hard choice affect all groups in the event. Hard choices are detailed in the “Order of Events”, below.

HELLSCAPE TERRAIN

During episode 3, the players pass through various types of hellish terrain, each of which impose different complications on play. The commander makes an announcement whenever the players enter a new region (see “Order of Events”).

SPECIAL QUESTS

Two special quests are introduced throughout the event (see “Order of Events”). When a special quest is announced, the administrators call for volunteers from across the convoy. These volunteers leave their groups and move to a special table where a guest DM runs them through the encounter. The two quests on offer are detailed under “Special Quests”, below.

WANDERING VILLAINS

Three special villains are played by the administrators, who wander the event visiting tables at random. See “Order of Events” to determine when these characters are introduced.

Chukka and Clonk. This pair of kenku ne’er-dowells are old friends of Mad Maggie. One administrator can play both characters simultaneously: ideally by wearing a crow mask with a secondary crow head mounted on their shoulder. Clonk rarely talks, and Chukka is loud and nosy.

When Chukka and Clonk arrive at the table, they demand some salvage to help transform their infernal machine into a flying vehicle. If a character hands over an appropriate item within thirty seconds, Chukka and Clonk move on to harass another table. The administrator judges if the salvage offered is sufficiently useful for their needs. Mundane gear may require some fast-talking to persuade them, but magic items always please them.

If the characters fail to impress Chukka and Clonk, they ram the group’s infernal machine for 22 (4d10) bludgeoning damage and trundle off to harass another table.

Chukka and Clonk also have a special role to play in episode 2, “Soul Coin Heist,” as outlined in the “Wandering Villains” section of that episode.

Gulah. This arrogant Oni has decided to toy with her enemies rather than slaughter them outright. When she arrives at a table, she demands that the players amuse her with a joke otherwise she “smashes their wagon to smithereens.” Gulah only accepts one joke per visit. Gulah prefers crude jokes, but really any joke will do unless it intentionally mocks devils or is particularly long-winded. If the joke amuses her, she spares the group and passes on without attacking. If the joke fails to amuse her, she rams the group’s infernal machine for 22 (4d10) bludgeoning damage and trundles on to harass another table.

Pipyap. This imp moves from table to table, offering deals for spellcasting services, magic items, and other favors. The players should feel free to call Pipyap over whenever they want to make a deal. Pipyap is willing to make trades as shown on the “Pipyap’s Deals” table. If a character makes a deal for a spell with a costly material component (such as *raise dead*), the character must pay for the cost of the component as well.

Whenever a character makes a deal with Pipyap, the imp magically conjures forth a contract written

in Infernal on humanoid skin and inked in blood.
Once the contract is signed, the exchange is made.

Pipyap's Deals

Good or Service Provided

1 soul coin, a *potion of healing*, the casting of a 1st-level spell or cantrip
2 soul coins, a *potion of greater healing*, a *potion of hill giant strength*, a *potion of resistance*, the casting of a 2nd-level spell
3 soul coins, a *potion of frost giant strength*, a *potion of invulnerability*, a *potion of mind reading*, a *potion of superior healing*, the casting of a 3rd-level spell
4 soul coins, a *potion of invisibility*, a *potion of fire giant strength*, a *potion of supreme healing*, the casting of a 4th-level spell
5 soul coins, a *potion of storm giant strength*, the casting of a 5th-level spell, total restoration of a damaged or destroyed infernal war machine

Cost

1 soul coin, 1 treasure checkpoint, an uncommon or greater rarity consumable magic item
2 soul coins, 2 treasure checkpoints, a rare or greater rarity consumable magic item
3 soul coins, 3 treasure checkpoints, any permanent magic item
4 soul coins, 4 treasure checkpoints, an uncommon or greater rarity permanent magic item
5 soul coins, 5 treasure checkpoints, a rare or greater rarity permanent magic item

THE SOUL REAPER

As soon as episode 4 starts, administrators should begin visiting tables, playing the part of the infernal war machine known as the Soul Reaper.

THE SOUL REAPER ATTACKS

The Soul Reaper is a Gargantuan-sized infernal war machine, powered by fire, brimstone, and the souls of the damned. It belches hellfire from eyeholes, slams creatures with piston-driven arms, and emanates noxious fumes from four exhaust pipes in the rear.

When the Soul Reaper attacks, immediately halt any encounter currently in progress. The Soul Reaper does the following, in order:

1. The Soul Reaper targets the two creatures (the highest-level characters, and the ones with the lowest AC in a tie, and then your choices after that), with a *soul-curdling bash* attack.
2. The rest of the characters are targeted by a *hellish flame* attack. Targets must succeed on a DC 15 (DC 12 at Tier 1) Dexterity saving throw. On a failed save, targets at Tier 1 take 9 (2d8) radiant and fire damage, or half as much on a successful save. Targets at Tier 2 take 18 (4d8) radiant and fire damage, or half as much on a successful save. Targets that fail the save are also overwhelmed with noxious gases, stunning them until the end of their next turn back in the normal combat.

Soul-Curdling Bash. *Melee Weapon Attack:* +3 to hit at Tier 1, +7 to hit at Tier 2, two creatures. *Hit:* 5 (1d10) bludgeoning damage if the character is level 1-2, 11 (2d10) bludgeoning damage if the character is level 3-4, 22 (4d10) bludgeoning damage if the character is level 5-7, and 26 (5d10) bludgeoning damage if the character is level 8-10.

After the Soul Reaper attacks, all the characters can make an attack against it. The Soul Reaper's AC is 10, and it succeeds on all saving throws. It is immune to radiant and fire damage. It is immune to all conditions.

Keep track of how many points damage each table does to the Soul Reaper at each tier. Those number can be tallied and compared to the success criteria.

Tier 1 tables must average at least 20 points of damage, and Tier 2 tables must average at least 35 points of damage.

ORDER OF EVENTS

The commander must supervise the following events and make the listed announcements when prompted to do so by the text.

+5 MINS: INTRODUCTION

Once everyone is settled, the commander makes the following announcement:

You stand on the River Chionthar [*chee 'awn-thar*], the city of Baldur's Gate in the distance and the sun shining on a pleasant, windy autumn day. A crowd of thousands lines the race route.

The city's Grand Duke, Ulder Ravengard, cuts an impressive figure as he stands in front of you and clears his throat, getting ready to address the crowd and start the race. Before he can speak, a mystical chanting echoes in the morning air. Three figures, a human, a half-elf, and a tiefling, appear behind Ulder, uttering an incantation in a dark language. At the same time, dust rises from the grass-covered ground: swirling, choking, howling, and obscuring your vision. When the dust settles, Ulder, the horses, the crowd, and the fine autumn weather are gone, replaced with oppressive heat, a red sky, a wasteland of dust, and rumbling volcanoes in the distance. Somewhere far off, hideous creatures cackle and shriek.

An individual with the head of a great white tiger appears before you, dressed in fine colorful robes. His hands are inverted, with the palms on the outside as he beckons to you. Behind him are lines of enormous, strange machines that belch fire and vibrate with unstable energy.

"Welcome to Avernus racers! I am Mahadi, servant of Asmodeus and Master of the Souk! Apologies for taking you away from your celebratory race, but I have a more exciting challenge for people with your skills. My rival, Mad Maggie, stole my trove of soul coins! I need your help getting them back. Retrieve what's mine, and I'll gratefully bestow gifts upon each of you before I send you back to your world. Refuse this task, and you can find your own way home. Come! There are preparations to complete."

The commander also announces the arrival of Pipyap on the scene:

As Mahadi moves closer, you see an overweight imp fluttering between your groups. This is the devil Pipyap! He offers magic and healing – at a price.

+20 MINS: EPISODE TWO INTRO

The commander makes the following announcement:

Mahadi calls for everyone to follow him. The rakshasa hops into an infernal war machine that looks like an iron saber-tooth tiger covered in spikes. As he speeds across the wastes of Avernus, your caravan of wicked vehicles follows, kicking up bone dust and ash from the barren ground. After miles of traveling through the hellish wasteland, you see a few blazing campfires ahead. Mahadi halts his vehicle and the caravan stops behind him.

"Here's the plan. Maggie's caravan is spread out, which means we have the element of surprise. Each of your groups should be able to steal the coins from one of Maggie's teams. I don't care how you get them, just bring them to me and load them onto that juggernaut over there. When you hear my horn, it's time to leave."

+1HR: EPISODE THREE INTRO

The commander makes the following announcement:

Mahadi's horn bellows across the campsite! As your infernal machines skid away from Mad Maggie's forces, the rakshasa roars at you from his vehicle!

"It's time to thrash those infernal machines across the plains of hell and get back to my hideout! If you can hold onto my coins, I'll reopen the portal to your home! But watch out! Mad Maggie is thirsty for revenge and her minions are already gunning their engines to give chase. Strap in heroes, it's going to be a BUMPY RIDE!"

The commander also announces the first hellish terrain:

Our journey begins on the burning plains of Avernus. Rivers of lava snake between dunes of ash and bone, and meteors streak from the fiery skies!

The commander also announces the first special quest:

Mad Maggie's forces are close behind, and now she's preparing to unleash her flesh golem Mickey on the convoy! We need five volunteers who are willing to leave their groups and join forces to stop him! Stand up if you want to join this party!

+1HR 15 MINUTES: INTRODUCE CHUKKA, CLONK, AND GULAH

The commander makes the following announcement:

Mickey isn't the only elite fighter that Mad Maggie has in her gang. Now she's unleashed three of her captains – the kenku brothers, Chukka and Clonk, and the crazed oni, Gulah! Watch out for these villains!

+1HR.30 MINS: HARD CHOICE (ARKHAN'S BARGAIN)

The commander selects a player at random to make this decision. When they reach the player's table, they make the following announcement:

We're almost at Mahadi's portal, racers! To reach it, we must cross the Chattering Dunes! This final stretch sees your war machines churning through dunes of chattering teeth. Behold! The dragonborn champion Arkhan the Cruel comes to us from his tower. He offers YOU a choice!
"The magic of these dunes will drive you mad unless you accept MY bargain. My axe, Fane-Eater, demands blood. Will you offer your own neck to it, or stand up and choose TWO of your comrades to feed it? Accept my deal and the madness is lifted. What say you?"

- This player must either take a blow from Arkhan's axe, abstain from the choice, or choose two others to take the hit (the player must stand up and point to two other players as victims).
- Whoever is struck by Arkhan's weapon must make a DC 15 Constitution saving throw, dying outright on a failed save, or losing all their remaining hit points on a successful one.

If Arkhan feeds his axe, the commander makes the following announcement:

Arkhan's axe has sated itself on blood! Everyone in the convoy is now immune to the effects of the Chattering Dunes!

If the player abstains from the choice, the commander makes the following announcement:

Arkhan has been refused and you're now at the mercy of the Chattering Dunes! The maddening gnashing drives mortals to attack friend and foe alike!

+1HR. 45 MINS: HARD CHOICE (THE PRICE OF GREED)

The commander selects a player at random to make this decision. When they reach the player's table, they make the following announcement:

With the end now in sight, the devil lord Bel appears to offer YOU a bargain!

"This heist of yours amuses me. I'm sure you'd like more coins, but at what cost? I offer YOU six additional soul coins, but in return, all your comrades shall suffer a setback. Do you accept my bargain?"

- If the player accepts the coins, their group gains six soul coins.
- At the same time, the administrator makes the following announcement:

Your comrade has accepted Bel's deal. All characters are wracked by pain and lose half their remaining hit points!

+2HR.: EPISODE 4 INTRO

The commander makes the following announcement:

As your caravan flees Mad Maggie's pursuing hoard, you see a portal open in the distance. Mahadi's voice rises above the din of the infernal machines.

"You've kept your end of the bargain, and so I'll keep mine. Your home is on the other side of the portal. Drive through it, and then we'll settle up with the coins."

Call a five-minute recess and instruct the groups to hand in their **Convoy Map handouts**. Quickly total the amount of victory points earned by all groups, and then announce whether the convoy has beaten Mad Maggie's forces:

Number of groups x 5 = Victory Points required for success in episode 3.

If the players succeeded, announce:

Your convoy is triumphant! Some of Mad Maggie's forces are still with you, but the bulk of her vehicles have now fallen behind! However, the fight is not yet over!

If the players failed, announce:

Your convoy has failed to shake Mad Maggie's forces! A few of her minions have fallen behind, but the bulk of her machines are still with you! And the fight is not yet over!

+2Hr. 45 Mins: COIN COUNT

The commander makes the following announcement:

With an ear-piercing howl, the portal to hell wavers. The fiendish creatures littering the streets of Baldur's Gate warp as if being sucked through a thin straw. Mad Maggie, the hellish crone whose treasure you stole, appears in the rapidly closing portal. "You've stolen from me, and I won't forget that. I'll see you again, and the next souls I taste will be yours!"

She ends her tirade with a cackle, and as the portal snaps shut before her, the cackle continues to echo through the streets of Baldur's Gate... and in your minds.

Tell the group captains to bring any soul coins carried by their groups to HQ and place them inside Mahadi's pot. When everyone is done, count the soul coins inside the pot to determine if the players have earned Mahadi's favor.

Number of groups x 7 = Soul Coins required to win Mahadi's favor.

If the players won Mahadi's favor, announce:

Mahadi leaps onto an upturned cart to announce the results of your heist! His snarling voice echoes through the streets!

"Racers! You've reclaimed the soul coins that Mad Maggie stole from me! But have you gathered enough to earn my favor? I can tell you... you have! I'll return now to the Nine Hells but leave you some credit to spend in my bazaar. Farewell - until we meet again!"

And with that, Mahadi vanishes in a burst of flame!

For earning Mahadi's favor, all players unlock both magic items listed in the "Rewards" section - the

basic magic item, and a special magic item for their tier!

If the players failed to win Mahadi's favor, announce:

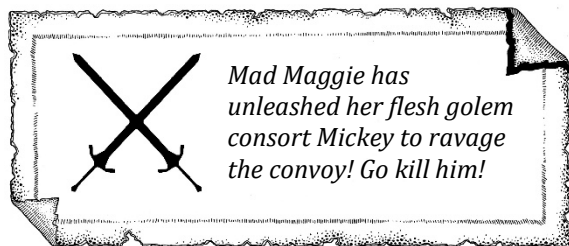
Mahadi leaps onto an upturned cart to announce the results of your heist! His snarling voice echoes through the streets!

"Racers! You've reclaimed the soul coins that Mad Maggie stole from me! But have you gathered enough to earn my favor? I can tell you... you have not! I'll return now to the Nine Hells but I'll take piece of each of your souls with me to mint into new coins! Farewell... until we meet again!"

And with that, Mahadi vanishes in a burst of flame!

For failing to earn Mahadi's favor, all players gain the "Minted Soul" story award and only unlock the basic magic item listed in "Rewards".

SPECIAL QUEST 1: KILL MICKEY!



INTRODUCTION

When this quest begins, read or paraphrase:

Mad Maggie screams with rage from atop her war machine, "Get them, Mickey!" Suddenly an enormous steed made of darkness and fire streaks out of the ashen sky carrying a creature made of different humanoid parts. This hideous monster lets loose a deep laugh as it raises a cannon to its shoulder and fires lightning at one of Mahadi's war machines, flipping it through the air in a thunderous explosion. "Stop that golem!" Mahadi roars.

To triumph in this quest, the characters must end Mickey's reign of terror.

CREATURES/NPCs

Mickey rides upon a **nightmare** named Cinder. Mickey is a **flesh golem** with the following action option:

Lightning Cannon (Recharge 5-6). Mickey fires a line of lightning 100 feet long and 5 feet wide from his cannon. Each creature and vehicle in the line must make a DC Dexterity saving throw. A creature takes 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

Mickey is loyal to Mad Maggie and fights to the death. Cinder (and any other creatures) flee if Mickey falls.

TIER 1 CREATURES

If the characters have a tier 1 APL, Mickey and Cinder have no other allies.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **nightmare** can only take the Dash, Disengage, and Dodge actions, and the **flesh golem** has only 60 hit points, no immunity to bludgeoning, piercing, and slashing damage, and his Lightning Cannon attack option only recharges on a 6.
- **Weak:** The **nightmare** can only take the Dash, Disengage, and Dodge actions.
- **Strong:** Increase the **flesh golem's** hit points to 132.
- **Very Strong:** Increase the **flesh golem's** hit points to 132 and the **nightmare's** hit points to 104.

TIER 2 CREATURES

If the characters have a tier 2 APL, Cinder has 104 hit points, six **magma mephits** ride on the mount with Mickey, and Mickey has the statistics of a **clay golem** with the following changes:

- Mickey's size is Medium.
- Mickey has the Lightning Cannon attack action option, which deals 28 (8d6) lightning damage on a failed save.

ADJUSTING THE SCENE

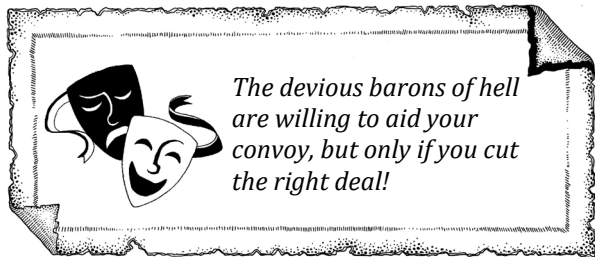
Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove the **magma mephits** from the encounter, and the **clay golem** has 196 hit points.
- **Weak:** Reduce the number of **magma mephits** to four.
- **Strong:** Increase the number of **magma mephits** to nine.
- **Very Strong:** Increase the number of **magma mephits** to nine, and the **clay golem** has 196 hit points.

COMPLETING THE OBJECTIVE

The characters have 30 minutes to kill Mickey or otherwise end his rampage for good. If they do not kill the golem in the allotted time, Mickey gets away and fires his lightning cannon at five different tables, chosen at random by the commander. The war machine driven by each of these tables takes 21 (6d6) lightning damage.

SPECIAL QUEST 2: SILVER-TONGUED DEVILS



INTRODUCTION

When this quest begins, read or paraphrase:

Three hulking shapes with bat wings sweep through the air. These horned devils land off to the side of the action, conversing with each other, hands exchanging soul coins as they bet on the outcome of your desperate battle. Mahadi nods his head to you, "Those are greater devils! Offer them a deal to aid our escape."

To triumph in this quest, the characters must cut a deal with the three **horned devils** to help them escape Mad Maggie's forces.

APPROACHING THE DEVILS

When the characters approach the horned devils, the devils take note and summon lesser devils to speak with the characters. These minions tell the characters to halt and state their business. A character who makes a convincing argument and succeeds on a DC 15 Charisma (Intimidation or Persuasion) check gets the minions to escort them to their masters. The minions attack the group if a character fails this check, or attempts to push past the minions or harm them. They fight to the death to defend their masters.

TIER 1 CREATURES

If the characters have a tier 1 APL, the horned devils summon three **spined devils** as minions.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The horned devils summon two **imps** as minions.
- **Weak:** The horned devils summon two **spined devils** as minions.

- **Strong:** The horned devils summon four **spined devils** as minions.
- **Very Strong:** The horned devils summon five **spined devils** as minions.

TIER 2 CREATURES

If the characters have a tier 2 APL, the horned devils summon three **barbed devils** as minions.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The horned devils summon two **barbed devils** as minions.
- **Weak:** The horned devils summon one **barbed devil** and two **bearded devils** as minions.
- **Strong:** The horned devils summon four **barbed devils** as minions.
- **Very Strong:** The horned devils summon one **chain devil** and three **barbed devils** as minions.

CREATURES/NPCs

The three **horned devils** are Porxos, Taramus, and Axvos. If the characters get past their minions, the devil agree to chat with the characters.

- Porxos is a fan of music, sugary confections, and puns. She talks with far more words and energy than necessary.
- Taramus is a sadist that takes pleasure in fire, torturing others, and causing others emotional distress. He keeps quiet unless someone brings up one of his passions, and then he becomes very interested.
- Axvos is a thrill-seeker who enjoys making bets, taking on battles he knows he can win, and playing pranks on others. He likes to crack jokes and laughs at them himself, even if no one else does.

If the characters attack the horned devils, the devils flee rather than deal with angering Mahadi.

COMPLETING THE OBJECTIVE

Begin timing this event once the characters start interacting with the horned devils. The devils are willing to help Mahadi if they can strike a deal with the characters. Each devil's cooperation requires an individual deal made with that devil. The devil's terms are based on their Mood Score, as shown on the Devil Mood Scores table. Each devil starts with a Mood Score of 0. If the characters fought and killed

their minions, each devil starts with a Mood Score of -1.

When the characters ask the devils to aid Mahadi's forces, each devil explains what they'd need in exchange. Each time a devil's Mood Score changes, the devil tells the characters the new terms of the deal. The devils are willing to make deals for any requirements equal to or lower than their Mood Scores.

CHANGING MOOD SCORES

To change a devil's mood score, a character must offer a compelling argument for why the devil should be willing to accept less. If the character succeeds on a DC 15 Charisma (Persuasion) check, the devil's Mood Score increases by 1. If the character fails this check by 5 or more, the devil's Mood Score decreases by 1. If the character tries to relate to a devil by mentioning something the devil enjoys (e.g. bonding over a love of candy with Porxos), the character has advantage on the check. If the devil has a negative mood score, the character has disadvantage on the check.

If the character use magic to influence a devil and the devil notices (either from the magic failing or wearing off), the devil's Mood Score decreases by 1. Otherwise the magic affects the devil as normal.

A character can discover a devil's passion by succeeding on a DC 17 Wisdom (Insight) check while interacting with the devil. You should drop other hints about this during play (such as making Taramus constantly play with a magical flame).

COMPETITION COMPLICATION

After 15 minutes of negotiation, the horned devils and characters are approached by Bloodwind, Marrowsnap, and Gorebeard, three **redcaps** working for Mad Maggie. The horned devils warn the

characters and the redcaps to remain nonviolent during negotiations, otherwise they'll leave.

The redcaps are willing to make trades with any devil that has a negative Mood Score to get that devil to come fight on Mad Maggie's side. Such devils give the characters one final chance to take a deal at their current Mood Score. If the characters don't take the devil up on this deal, it instead makes its deal with Mad Maggie's forces (see "Aftermath").

If the characters attack the redcaps, the redcaps fight back to the death and the devils leave.

FINALIZING A DEAL

When a devil and characters reach a deal they are satisfied with, the devil snaps its fingers an imp appears with a contract written in Infernal on humanoid skin and inked in blood. After the devil and the characters making the deal have signed, the devil goes to work (see "Aftermath").

If 30 minutes of negotiating pass without a deal being made or if a devil's Mood Score reaches -4, the devil leaves the area, disgusted with the characters and their inability to negotiate.

AFTERMATH

When all the deals are done or 30 minutes of negotiating have passed, tell the commander the results of the characters' interaction with the devils. The characters must fulfill their end of the bargain before the devils lift a finger to help.

- For each devil that agreed to help Mahadi, pick a table at random. These tables gain an allied NPC **horned devil** (controlled by the DM or a player the DM chooses), which aids the group until it dies or the characters leave Avernus.
- For each devil that agreed to help Mad Maggie, pick three tables at random. This devil flies by and makes Hurl Flame attacks against every character at those tables.

Devil Mood Scores

Mood Score	Porxos's Requirements	Taramus's requirements	Axvos's requirements
3	Porxos requires a character to sing her a song, give her something sweet to eat, or tell her a pun that makes her laugh.	Taramus requires a character tell him a story of personal and deep emotional or physical pain.	Axvos requires witnessing one character pranking another character or one of the other devils.
2	Porxos requires 2 soul coins.	Taramus requires 2 soul coins.	Axvos requires 2 soul coins.
1	Porxos requires a small portion of a character's energy. The devil saps the character's life force, giving the character one level of exhaustion.	Taramus requires a character let the devil burn them with fire. This character takes 14 (4d6) fire damage that cannot be reduced in any way.	Axvos requires a character to give him a permanent magic item of common or greater rarity, or a consumable magic item of rare or greater rarity.
0	Porxos requires a portion of a character's energy. The devil saps the character's life force, giving the character two levels of exhaustion.	Taramus requires the hand of a character. This character can no longer hold anything with two hands, can hold only a single object at a time, and only magic such as the <i>regeneration</i> spell can restore the character's lost hand.	Axvos requires a character to give him a permanent magic item of uncommon or greater rarity.
-1	Porxos requires a large portion of a character's energy. The devil saps the character's life force, giving the character three levels of exhaustion.	Taramus requires the eyes of a character. This character becomes blinded, and only magic such as the <i>regeneration</i> spell can restore the character's lost eyes.	Axvos requires a character to become terrified of another. Axvos chooses one character other than the one making the deal. For the duration of the adventure, the character who made the deal is frightened of the chosen character.
-2	Porxos requires a character give up a piece of a soul in the form a personality trait, which is lost permanently and cannot be regained.	Taramus requires a character give up a piece of a soul in the form of a bond, which is lost permanently and cannot be regained.	Axvos requires a character to give up a piece of a soul in the form of an ideal, which is lost permanently and cannot be regained.
-3	Porxos requires a character's soul. The character gains the "Promised Soul" story award.	Taramus requires a character's soul. The character gains the "Promised Soul" story award.	Axvos requires a character's soul. The character gains the "Promised Soul" story award.