

# TREASURES OF AVERNUS

*MAGIC ITEMS OF THE BLOOD WAR*



WRITTEN BY DAVID STEPHENS

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## MAGIC ITEMS OF THE BLOOD WAR

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# TREASURES OF AVERNUS

The war-torn first layer of the Nine Hells, Avernus, plays host to the greatest war in the multiverse: the Blood War. The Blood War is an ancient war fought between the demons of the endless Abyss and the devils of the Nine Hells. The reasons for the great war have long since been forgotten, and it has continued unabated for tens of thousands of years.

Avernus was once a darkly beautiful place; now all that remains of its beauty and grandeur is ruins, testament to the power and chaotic savagery of demonic hordes. The ruins lie scattered about, most being far from the front lines of the Blood War. Many of these decaying ruins still house treasures from a bygone age, when the multiverse was still young and the Nine Hells had only been in existence for a short time.

The ruins of Avernus are not the only place where one might find treasure. Infernal citadels dot the landscape, each filled with magical armories and treasure vaults unlike anywhere else in the Lower Planes. The infernal legions need every advantage they can get in the Blood War and frequently loot the bodies of fallen foes for magical items; thus, the storehouses of the devils grow stronger every day.

Some of the treasures of Avernus come not from the Abyss or the Nine Hells but the Upper Planes. Occasionally angels of the planes of light descend to Avernus on important missions; some to keep the stalemate of the Blood war intact, making sure that one side of the conflict never gains too much of an advantage over the other, while other missions seek to keep the Blood War from spilling onto the Material Plane.

The spoils from thousands of battles can still be found littering the landscape, locked inside the treasure hoards of the devils, or perhaps lying forgotten in some infernal catacomb waiting to be discovered. All it takes is brave heroes—and a lot of luck—to claim them.



# ARMOR

## THE BLACK SHIELD OF HEEMORROTH

*Armor (shield), rare (requires attunement)*

Once owned by the paladin Heemorroth, this shield granted him not only protection but unerring vision.

While holding this shield, you have a +2 bonus to your AC. In addition, you gain Truesight out to a range of 120 feet.

## INFERNAL BULWARK

*Armor (platemail), very rare (requires attunement)*

Created for use in the Blood War by Infernal legions, these spiked armors make it difficult to be attacked in melee.

While you wear this suit of armor, you have a +2 bonus to your AC. In addition, when a creature misses you with a melee weapon attack, they take 2d6 slashing damage.

## THE IRON PLATE OF SHORON THE DEMON FLAYER

*Armor (platemail), legendary*

Formerly owned by a member of the Knights of Asmodeus, this suit of plate mail armor was enchanted by the forge master of the Hellforge in Nessus and blessed by the Lord of the Nine himself. This suit of armor caused fear in all but the most stalwart demons.

While you wear this suit of armor, you have a +3 bonus to your AC. In addition, you cause fear in demons. A demon wishing to attack you or move within 20 feet of you must make a DC 16 Wisdom check or become frightened of you for 1 minute. The creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

## THE OBSIDIAN AEGIS

*Armor (platemail), very rare (requires attunement)*

Made of sheets of obsidian collected from volcanoes found on the Nine Hells and welded together with the magic of a Hellforge, these suits of armor are eternally warm to the touch and provide complete immunity to the damaging effects of fire and cold.

While you wear this suit of armor, you have a +2 bonus to your AC. In addition, you are immune to fire and cold damage.

## PLATE OF TORMENTED SOULS

*Armor (platemail), legendary (requires attunement)*



*ment)*

This suit of plate mail was created in the Nine Hells by permanently bonding souls to the armor. On the plates, ghostly images of mortal faces can be seen screaming in eternal torment. The souls bound to the armor fortify the wearer's psyche, protecting them from the power of the mind.

While you wear this suit of armor, you have a +2 bonus to your AC. In addition, you're immune to psychic damage and the frightened condition.

### SHIELD OF THE BLACK SUN

*Armor (shield), legendary (requires attunement)*

Once wielded by Donagal, a priest of Cyric, this shield bears the emblem of Cyric's faith: the black sun.

While you hold this shield, you have a +3 bonus to your AC. In addition, the shield has 3 charges and replenishes 1d3 charges at midnight. As an action, you can expend a charge and speak the command word to activate the shield. The shield releases a cone dark negative energy. Each creature in the 40-foot cone must make a DC 18 Constitution saving throw. On a failure, a creature takes 8d8 necrotic damage, or half as much damage on a successful one. A creature reduced to 0 hit points by this effect becomes a rotting pile of flesh and bone.

### SHIELD OF TIAMAT

*Armor (shield), legendary (requires attunement)*



Created by Magatheia, an archmage in the Cult of the Dragon, this shield was but one of several magic items created as rewards for a high-ranking Cult member to symbolise their status. The shield of Tiamat is a large, circular shield edged in mithril and bearing a stylized image of the dragon queen herself. The power invested in the shield causes anyone who is attuned to it to be highly resistant to elemental damage.

While holding this shield, you gain a +3 bonus to your AC. In addition, you gain resistance to fire, poison, lightning, cold, and acid damage. Finally, you gain advantage on your Charisma (Persuasion) checks when speaking to chromatic dragons, dragonborn, Abishai, and half-dragons.

## MAGICAL WEAPONS

### ARROW OF HELLISH WAILING

*Ammunition (arrow), very rare*

Created by the infernal legions to spread fear in the demonic hordes, this arrow screams with the wailing of a thousand damned souls.

You gain a +1 bonus to attack and damage rolls made with this magic ammunition. In addition, when you score a hit with it, the creature you hit and creatures within 10 feet of your target must make a DC 14 Wisdom saving throw. On a failure, the creature is frightened of you until the end of its next turn.

### ARROW OF HELLFIRE

*Ammunition (arrow), very rare*

Harnessing the awesome power of the Nine Hells, these arrows explode into hellfire as soon as they're fired.

You gain a +1 bonus to attack and damage rolls made with this magic ammunition. In addition, when you score a hit with it, this arrow deals an extra 2d8 fire damage.

## ARROW OF DETONATION

*Ammunition (arrow), very rare (requires attunement)*

These arrows are coated with an enchanted powder that, when it strikes an object at high speed, explodes in a ball of bright blue flame. Highly prized by the infernal legions, these arrows are increasingly often showing up on the battlefields of the Blood War.

You gain a +2 bonus to attack and damage rolls made with this magic ammunition. In addition, when you score a hit with it, this arrow deals an extra 3d8 thunder damage. Creatures within 10 feet of your target must make a DC 13 Constitution saving throw, taking 2d8 thunder damage on a failed save, or half as much damage on a successful one.

## THE ANGEL'S FURY

*Weapon (spear), legendary (requires attunement)*

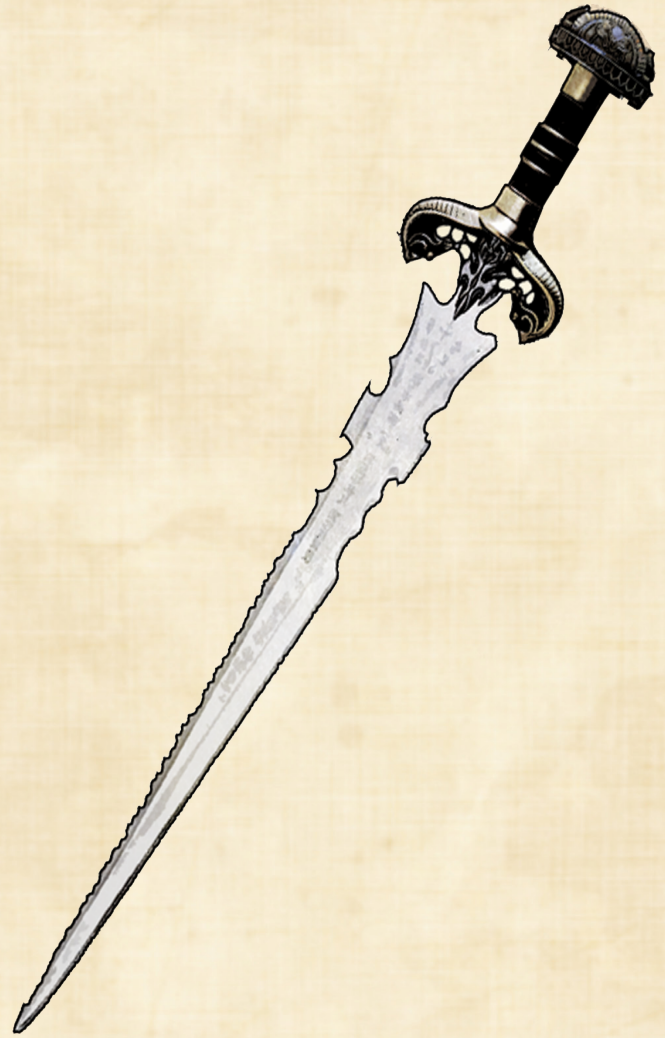
This spear of blue celestial steel houses a spark of divine rage that can burn a fiend into ash in seconds. Once wielded by the Plantar Mushuion and then given to the Aasimar Bladwen, a direct descendant of Mushuion's bloodline, the spear now rests in a forgotten vault on Avernus, after Bladwen met her end fighting to save her companions from the infernal legions.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, it deals an extra 3d8 radiant damage to any target it hits.

In addition, while you hold the spear you cause fear in fiends. A fiend wishing to attack you or move within 20 feet of you must succeed on a DC 16 Wisdom saving throw or become frightened of you for 1 minute. The creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

## THE BLADE OF ABOMINATIONS

*Weapon (long sword), legendary (requires attunement)*



Wielded by a paladin in the service of the demon lord Orcus, this rusted steel blade is encrusted with filth and constantly weeps a pus-like substance as long as it's unsheathed. The sword is said to house a measure of Orcus's vast necromantic power, and a single hit from it can cause a creature's arm to rot away in an instant.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It deals an extra 1d10 radiant damage to any target it hits. When you attack a creature with this weapon and roll a 20 on the attack roll, that target must make a DC 15 Wisdom saving throw. On a failed save one the target's limbs turns to a rotting mess and falls off, with the effects of such a loss determined by the DM. If the creature has no limbs, a portion of its body turns to rot and falls off instead. On a

success, the extra necrotic damage increases to 2d10.

### **DAGGER OF ARATHON**

*Weapon (dagger), very rare (requires attunement)*

Arathon was a powerful archmage who, while visiting Avernus to acquire rare reagents for magical study, was drawn into the Blood War. Arathon's powerful magics laid waste to the hordes of demons that attacked him, but when his magic ran out, he met his end at the hands of a bloodthirsty marilith.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a demon with this weapon, the demon takes an extra 3d6 piercing damage. In addition, when a demon is within 20 feet of you, the dagger's blade glows red.

### **HATE'S MESSENGER**

*Weapon (great sword), legendary (requires attunement)*

Once wielded by the balor Duranggion, this massive adamantine blade houses a spiteful spirit that eats the souls of creatures the blade kills and gives a portion of that life energy to the its wielder.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, each time you reduce a creature to 0 hit points with the sword, for 1 minute you gain a +1 bonus to your Strength, Dexterity and Constitution scores, up to a maximum of 20.

### **THE HELL FLAYER**

*Weapon (scimitar), very rare (requires attunement)*

The Hell Flayer was created specifically to fight in the Blood War. The sword's blade is made from infernal obsidian and enchanted with spells of protection and then coated with a vile liquid that makes the blade as strong as magical steel and sharp as the claws of a dragon.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 2d10 slashing damage. In addition, you have resistance slashing, piercing, and bludgeoning damage caused by demons.

### **HIMATAR'S HAMMER**

*Weapon (warhammer), legendary*

Once a barbarian in the frozen wastes of Faerun's far north, Himatar was war chief of a village that worshipped the demons of the Abyss as gods. Himatar led many raids and killed a great many people in the name of those gods. During a mid-winter feast, when the entire tribe had gathered together, a demon appeared before the tribe and told them they were being rewarded for their service. The next morning the village and all of its inhabitants had been transported to the Abyss, where the tribe was forced to fight in the Blood War as fodder against the devils. All that remains of Himatar and his people is his mighty Warhammer.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, it deals an extra 2d8 fire damage to any target it hits.

### **THE IMP'S KISS**

*Weapon (dagger), legendary*

The hilt of the dagger is shaped in the likeness of a ginning imp, and the long, double-sided blade is as sharp a razor. The edge always seems to have glossy sheen on its surface, giving the appearance of a well-oiled dagger; in reality, the dagger constantly weeps a highly toxic venom similar to an imp's natural poison.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, when you score a hit with it, the target must make a DC 14 Constitution saving throw, taking an extra 3d6 poison damage on a failed save, or half as much damage on a successful one.



2d8 psychic damage to any target it hits. In addition, the creature must make a DC 14 Wisdom saving throw. On a failure, the creature is stunned until the end of its next turn.

### THE SWORD OF THE BURNING WIND

*Weapon (long sword), legendary (requires attunement)*

This sword is made from a rare red iron found only on the 665th layer of the Abyss. The sword of the burning wind is always hot to the touch, making it difficult to sheath and requiring a unique heat-resistant scabbard to house this burning blade.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the sword has 3 charges and replenishes 1d3 charges at dawn. As an action, you can expend a charge to cast the fire storm spell.

## WONDROUS ITEMS

### LANCE OF STARLIGHT

*Weapon (lance), very rare (requires attunement)*

Forged by the angels and imbued with the light of a star, this lance brings light to the darkest battle.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It deals an extra 1d12 radiant damage to any target it hits. Against fiends and hags, the radiant damage increases to 2d12.

### LASH OF PAINFUL DELIGHT

*Weapon (whip), very rare (requires attunement)*

Created by a powerful priest who worshipped the demon lord Graz'zt as a god, this whip heightens the sensation of the pain it inflicts, raising it to the level of pleasure. Sometime a strike from this whip leaves the target of the attack in a hedonistic euphoria and deep pain and pleasure.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. It deals an extra

### AMULET OF THE YUGOLOTHS

*Wondrous item, very rare (requires attunement)*

These amulets were first created by the archdevil Moloch, who soon realized that the only thing a yugoloth is loyal to is money. The amulet has 3 charges, and it replenishes 1d3 charges at dawn. As an action, you can expend one of its charges to cast one of the following spells:

- summon lesser yugoloth
- summon greater yugoloth

### BELT OF DIABOLIC WARD

*Wondrous item, very rare (requires attunement)*

This black leather belt is inscribed in Infernal and empowered by hell-born magics of protection and rot.

While wearing this belt, you have resistance to fire and necrotic damage.



## THE BOOK OF DIABOLIC WISDOM

*Wondrous item, very rare*

The wisdom of the Nine Hells is not something to take lightly, and those who serve the light should think twice before reading the dark mysteries contained in this book.

The book describes dark philosophy and forbidden knowledge, and the words of the book are magically charged. If you spend 48 hours over 6 days or less studying the dark teaching of these books, your Wisdom score increases by 2, as does your maximum for that score. The book then loses its magic, but regains it in a century. If your alignment is good, you must make a DC 15 Wisdom saving throw. On a failure, your alignment changes to the evil alignment of your choosing.

## THE BOOK OF INFERNAL EMPOWERMENT

*Wondrous item, very rare*

This book describes fitness and conditioning exercises used for enhancing mortals for the Blood War. The words of the book are magically charged, and if you spend 48 hours over 6 days or less studying the book's teachings and doing the prescribed exercises you gain a +1 to your Strength, Dexterity, and Constitution ability scores, as do your maximums for those scores. The book then loses its magic for a century.

## BROOCH OF DIABOLIC SUMMONING

*Wondrous item, very rare (requires attunement)*

Forged from red iron taken from the Nine Hells, these brooches can summon a small army of hell's legions to aid its owner.

The amulet has 3 charges, and it replenishes 1d3 charges at dawn. As an action, you can expend one of its charges to cast one of the following spells:

- summon diabolic horde
- summon lesser devil

## CIRCLET OF HELLFORGED IRON

*Wondrous item, legendary (requires attunement)*

These elegantly-crafted circlets are usually given as gifts by Archdevils to their trusted followers. Inscribed with Infernal script and enchanted with protective magic, these small crowns can provide better security than a couple of fiendish body guards.

While you wear the circlet, you have a +2 bonus to your AC. In addition, you can use your reaction to cast the protection from evil and good spell. Once you use this ability, you can't use it again until you finish a short or long rest.

## COWL OF ASMODEUS

*Wondrous item, very rare (requires attunement)*

These garments are worn by the priesthood of Asmodeus to aid them in spreading the teachings of their church.



While wearing the cowl, you have advantage on Charisma (Deception) and (Persuasion) checks.

## DEMONHIDE CLOAK

*Wondrous item, very rare (requires attunement)*

Created from the enchanted hide of a demon, these cloaks provide a measure of a demon's innate protective power.

While wearing the cloak, you gain a +1 bonus to you AC. Additional you have immunity to poison damage and can't be poisoned.

### THE GLOVES OF HELLISH MIGHT

*Wondrous item, very rare (requires attunement)*

Crafted from the magically-preserved skin of a balor, these infernal gloves grant the wearer the might of the Nine Hells.

While wearing these gloves, your Strength ability score becomes 20, up to a maximum of 20. In addition, you gain a +1 bonus to your AC.

### GOWN OF SENSUAL BLISS

*Wondrous Item, very rare (requires attunement)*

Worn by courtesans, incubi, and succubi these gowns of shimmering red silk can make even the most powerful creatures fawn over the wearer. While wearing the gown, you gain advantage on Charisma (Persuasion) checks and Charisma ability checks you make involving seduction.

### HELM OF DEMONIC VISAGE

*Wondrous item, very rare (requires attunement)*

Made from stretching the skin of a dead hag across a magical helm, these helmets are frightening to all but the mightiest creatures.

A creature wishing to attack you must succeed on a DC 14 Wisdom saving throw or become frightened of you for 1 minute. The creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

### HELM OF INFERNAL SPEAK

*Wondrous item, uncommon*

Coming in various shapes and sizes, these helms are commonplace in the Nine Hells because very few beings besides devils know how to speak Infernal.

While wearing the helm, you can speak and under

stand Infernal.

### THE INFERNAL TESTIMONIES OF ANAGOST THE BLACK

*Wondrous item, very rare*

This book contains the history and the distilled wisdom of one of the Nine Hells' foremost historians: Anagost the Black.

This book discusses the lore of the Nine Hells at great length, and the words of the book are magically charged. If you spend 60 hours over the next week or less studying the Infernal history or lore of the Nine Hells, you gain advantage on Intelligence Ability Checks and History Skill Checks involving Infernal History and Lore. The book then loses its magic, but regains it in a century.

### REVOLTING TABARD

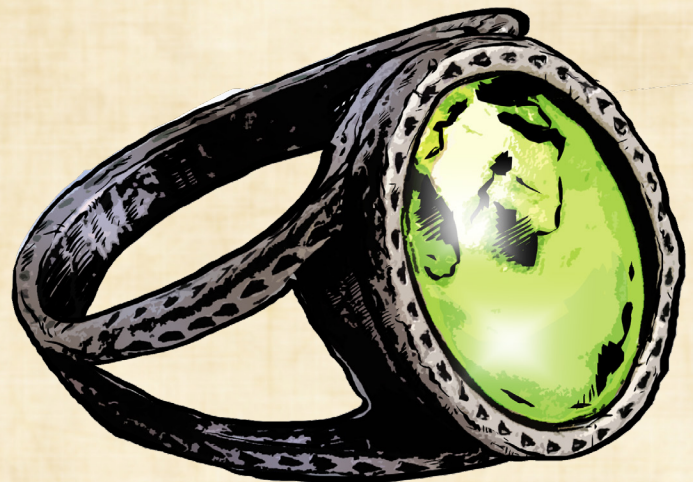
*Wondrous item, very rare (requires attunement)*

Taken from a slain cleric of light who was sacrificed to one of the demon lords, a revolting tabard is further enchanted with energies ripped from the black Abyss.

You have a +1 bonus to your spell save DC.

### RING OF CELESTIAL MIGHT

*Ring, very rare (requires attunement)*



Crafted from the celestial blue steel and enchanted with the might of angels, these rings bright light to the darkness.

While wearing the ring, you gain a +1 bonus to your Strength score, up to a maximum of 20. In addition, you can speak the sword's command word to cause the blade to shed bright light in a 15-foot radius and dim light for an additional 15 feet. Speaking the command word again or sheathing the sword puts out the light.

### **RING OF CELESTIAL PROTECTION**

*Ring, very rare (requires attunement)*

Usually given as gifts to paladins and clerics in service to the powers of goodness and light, these rings provide protection from the magic of fiends and other creatures of darkness.

While you wear the ring, you have advantage on saving throws against the spells and other magical effects of fiends, hags, and undead creatures.

### **ROBE OF INFERNAL LAW**

*Wondrous item, very rare (requires attunement)*

This elegant velvet robe was created by an Infernal attorney who liked to make sure that he always came out on top of negotiating hellbound contracts.

While wearing the robes, you have advantage on checks you make to negotiate infernal contracts.

### **TOOLS OF HELL'S CRAFT**

*Wondrous Item, very rare (requires attunement)*

Enchanted by the Infernal mechanic Xaachic, this set of tools will make any engine job quick and relatively painless.

While using these tools, you gain advantage on checks you make to repair Infernal engines.

### **VEIL OF THE SUCCUBUS**

*Wondrous Item, very rare (requires attunement)*

Enchanted with magics of manipulation and bathed in the tears of a succubus, this veil allows anyone to master the arts of seduction.

While you wear the veil, you gain advantage on all Charisma (Persuasion) checks and Charisma ability checks you make involving seduction.

### **WINGS OF THE FALLEN**

*Wondrous Item, very rare (requires attunement)*

Created from the wings of a fallen angel and ensorcelled with magics of flight, anyone can don these magical wings and fly as angels do.

While you wear the wings, you gain a flying speed of 40 feet.



# NEW SPELLS

## CONJURE LESSER DEVIL

*5th-level conjuration*

**Casting time:** 10 minutes

**Range:** 25 feet

**Components:** V, S

**Duration:** Instantaneous

You summon a devil of CR 5 or less. The devil can make a DC 17 Wisdom saving throw to resist being summoned. On a failure, the devil appears in an unoccupied space within 25 feet of you.

The devil will perform one task for you and demand payment in return. The greater the task you assign the devil, the greater the payment it requires of you. Once the negotiations are concluded the devil will teleport away, perform the task, and then return to you if possible. You must repay the devil within a year and a day. Otherwise you are in breach of contract, and you will be taken to the courts of Hell for arbitration or, more commonly, forfeit your soul.

**At higher levels.** When you cast this spell using a spell slot of 6th level or higher, the CR of the devil summoned increases 1 CR for each slot level above 5th.

## CONJURE GREATER DEVIL

*8th-level conjuration*

**Casting time:** 10 minutes

**Range:** 25 feet

**Components:** V, S

**Duration:** Instantaneous

You summon a devil of CR 10 or less. The devil can make a DC 17 Wisdom saving throw to resist being summoned. On a failure, the devil appears in an unoccupied space within 25 feet of you.

The devil will perform one task for you and demand payment in return. The greater the task you

assign the devil, the greater the payment it requires of you. Once the negotiations are concluded the devil will teleport away, perform the task, and then return to you if possible. You must repay the devil within a year and a day. Otherwise you are in breach of contract, and you will be taken to the courts of Hell for arbitration or, more commonly, forfeit your soul.

**At higher levels.** When you cast this spell using a spell slot of 9th level, the CR of the devil summoned increases 1 CR for each slot level above 8th.

## CONJURE LESSER YUGOLOTH

*5th-level conjuration*

**Casting time:** 10 minutes

**Range:** 25 feet

**Components:** V, S

**Duration:** Instantaneous

You summon a yugoloth of CR 5 or less. The yugoloth can make a DC 17 Wisdom saving throw to resist being summoned. On a failure, the yugoloth appears in an unoccupied space within 25 feet of you.

The yugoloth will perform one task for you and demand payment in return. The greater the task you assign the yugoloth, the greater the payment it requires of you. Once the negotiations are concluded the yugoloth will teleport away, perform the task, and then return to you if possible. You must repay the yugoloth within a year and a day. Otherwise you are in breach of contract, and the yugoloth will come back and claim your soul as payment. If the yugoloth breaches contract for any reason you are safe, but that does not prevent the yugoloth trying to claim its prearranged payment anyway.

**At higher levels.** When you cast this spell using a spell slot of 6th level or higher, the CR of the yugoloth summoned increases 1 CR for each slot level above 5th.

## CONJURE GREATER YUGOLOTH

*8th-level conjuration*

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